## Philmont Ranger Song

I want to go back to Philmont
Where the old Rayado flows,
Where the rain comes a seepin'
In the tent where you're a sleepin'
And the waters say hello.

I want to wake up in the morning
With my socks all wringing wet,
For it brings back fondest memories,
That a Ranger can't forget.

I want to hike once more the canyon floor
From Scribblins to Old Camp,
With my pack sack a-creakin',
With my back with sweat a-reekin',
And my legs beginning to cramp.

I want to hike again with such great men
As made those famous treks,
From Beaubien to Porky
And from Cito to Car-Max.

RANGER
# FIELD BOOK

THIS FIELDBOOK IS THE PROPERTY OF:

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IF FOUND, PLEASE RETURN TO:

Ranger Office
Philmont
Cimarron, N M 87714

OR:

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5/97 - 500

**Welcome to the Philmont Ranger Staff!**

You are now a member of a staff which prides itself on professionalism, continued growth, and enthusiasm. This summer will provide you with a unique opportunity to learn and grow in an unparalleled environment. More importantly, you will be helping young people from across the world to experience Scouting at its very finest. The success of the Rangers and Philmont is up to you!

**What to expect as a Ranger**

You are joining a team that truly loves and cares about what it is doing. The goal of the Ranger Department can be summed up with the words:

**"Awareness through Action: giving of ourselves to help others make themselves better."**

It is a department of individuals who care about teaching people how to take care of themselves and their environment.

The department is made up of approximately 150 Rangers, many who are returning for a second year. Additionally, there is a leadership group of approximately thirty people all committed to the ideas of **"Approachability and Availability."** These leaders are here to serve you, so that you may better serve participants! The head of the department is the Chief Ranger (CR), assisted by four Associate Chief Rangers (ACRs). Three Associate Chief Rangers supervise groups of Training Rangers (TRs), who in turn supervise a Training Crew made up of about seven Rangers. There are Mountain Trek Coordinators (MTCs) in charge of the shorter treks for youth with just two Rangers as guides, and Rayado Trek Coordinators (RTCs) in charge of the twenty day treks for older youth, also guided by two Rangers. The Ranger Clerk-Typist runs the office and is there to assist in any situation. From all of these people you can expect a willingness to listen and help whenever possible.

There is no way to predict what this summer will be like. But, in your job you can expect to hear two important phrases: **"Scramble. Be flexible"** and **"Humble Pride."** The first pertains to the positive attitude a Ranger maintains in dealing with all situations, from getting a dining fly up in the rain to helping on a search and rescue mission. The second phrase deals with the pride one will have working as a member of a team with a goal like the Rangers'. "Humble Pride" allows you the confidence to do your job well, along with the idea of extending to others a mutual respect. "When you're good people will say so, and you won't have to."

Get ready for the summer of your life! You are expected to be among the top outdoor leaders in the BSA. This ***Ranger Fieldbook*** is designed to be one of the many tools you will use to be a great Ranger. It will be your guide as you make the "fondest memories that a Ranger can't forget."

Good luck, Ranger! Remember that the memories of a Philmont summer and what you give the young men and women around the world will endure forever.

## THE RANGER FIELDBOOK

The Ranger Fieldbook contains the following sections:

**FIELDNOTES**
**FIRST AID**
**BACKCOUNTRY CAMP/ PROGRAM INFORMATION**
**INTERPERSONAL SKILLS**
**GROUP DYNAMICS**
**STAFF RELATIONSHIPS**
**BUS TOURS**
**APPENDIX**

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## FIELDNOTES
## WORKING WITH HIGH ADVENTURE TREKS

DAY ONE: Greet crew; go through Base Camp Procedures.

DAY TWO: Finish Base Camp Procedures; hit the trail.

DAY THREE: Ranger Training on the trail with your crew.

DAY FOUR: Finish with crew; Hike-in Day; the rest of the day is yours.

DAY FIVE: Day off, or Day One of another Crew.

DAY SIX: If Day Five was a Day off, this will be Day One of another crew.

## BASE CAMP PROCEDURES

1. You have limited time.
2. Be considerate of other members of the Philmont team.
3. Be honest with your crew. Explain the nature of Base Camp Procedures.
4. Communicate with other Rangers, crew members, advisors, and other staff members.
5. Know exactly what happens in Base Camp. Ask questions.
6. SCRAMBLE -- BE FLEXIBLE!

### WHEN YOU HAVE A CREW

1. Be at the Ranger Office for the morning meeting at 8 AM. Be in CLASS "A" UNIFORM and well rested.
2. Be sure to sign-out whenever you leave the Ranger Office---DO NOT LEAVE CAMPING HEADQUARTERS.
3. When your crew arrives, head for the Welcome Center. Greet your crew promptly, sincerely, and enthusiastically.
   A. Be confident
   B. Show the crew that you are glad they are here.
   C. Begin working on the crew leaders's leadership.
   D. Have the crew leader introduce you to his/her crew. Greet each person with a firm handshake. Look each person in the eye.
   E. Learn all names as soon as possible.
   F. Explain what is going to be happening in base camp.
   G. Learn all you can about the crew and its members.
4. Take the crew to their assigned tents.
   A. Stop by Security and pick-up a locker key.
   B. Stow all gear in tents.
   C. Secure all flaps when tents are empty. Don't leave valuables lying in the open.
   D. Stress the importance of keeping the area clean -- introduce the Wilderness Pledge ideals.

   Before you continue on through Base Camp, be sure you have in your hands:
   - Medical Forms
   - Crew Roster
   - Philmont Map
   - Tour Permit
   - First Aid/CPR Cards
   - Money (in advisor's hands)
   - Prescription Medications
   - Water Bottles
   - Rain Gear
5. Contingent Leader/Advisor to Registrar - HOURS: _____
   A. Go to the Registration Office first.
   B. Go in alone and get a place in line.
   C. When you are called, send in the advisor(s) with the money, Tour Permit, Crew Roster, and First Aid/CPR Cards.
   D. Stay nearby with the rest of the crew.
6. Logistics-Trip Planner and Dispatcher - HOURS: _____
   A. Have canary copy of the Crew Roster
   B. Go into Logistics alone and get a place in line for trip planning and a bus departure time.
   C. When you are called, send in the crew leader and advisor(s) with the Philmont Wall Map, not the Section/Tri-map.
   D. While waiting, get better acquainted with the crew.

7. Group Photo - Hours: 7:30 AM - 11:30 AM
   A. Be in uniform
   B. Let the photographer handle line-up, placement, etc.
   C. Neatness counts - you too. No hats or sunglasses. Remember, this is THEIR KEEPSAKE, not yours. It is also used for PHILSARS.

8. Health Lodge Rechecks - HOURS: _____
   A. Have pink copy of the Crew Roster.
   B. Have Medical Forms alphabetized for every one in your crew, with Expedition No. and date of birth.
   C. Precheck the forms yourself and notify the medic of any problems.
   D. Get blood pressure checks for those over 21.
   E. Take all prescription medications to show the medic.
   F. Keep informed of procedural changes throughout the summer. When in doubt, ask a medic.

9. CHQ Services - HOURS: _____
   A. Your Crew Leader must have his/her Crew Leader's copy.
   B. Discuss the "Shopping List" with the Crew Leader and Advisor and have it filled out before you get there.
   C. Introduce Crew Leader and Advisors to the CHQ Services Manager at the briefing.
   D. Get trail equipment and food at CHQ Services.
   E. Point out the post office, pay phones, laundry, etc.

10. Meals in the Dining Hall - HOURS: _____
   A. At dinner, Rangers line up by crews' expedition letter.
   B. Other meals line up by departure time.
   C. Organization and cooperation count.
   D. Build good rapport with the dining hall staff.
   E. Say Philmont grace as you enter.
   F. Eat with your crew. Do not return to the staff side when you finish.
   G. Be sure your Crew cleans up after themselves.

11. Shakedown
   Don't scrimp. Follow equipment list and packing suggestions in the *Guidebook to Adventure*. Talk to your TR and other Rangers about good places to do shakedown. Police litter after your shakedown is finished.



12. Evening Activities
   A. Advisors Meeting - TIME: 4:45 PM
   Meeting room is behind Registration Office near the staff lounge.
   Get information, coffee, tea and meet other advisors.
   Meet your Advisor when the meeting is over to answer any questions.
   B. Crew Leaders' Meeting - TIME: 4:45 PM
   Meeting location varies.
   Get information on crew leader responsibilities.
   Talk to your crew leader to answer any questions.
   C. Chapel - TIME: 7:00 - 8:00 PM
   Trading Post and Snackbar will be closed.
   Do not do shakedown at this time.
   Escort your crew to the Chapel(s). It makes a great impression if you attend with them.
   D. Opening Campfire, New Mexico Campfire - TIME: 8:30 PM
   Meet at the Welcome Center at 8:15 PM.
   Ranger goes with crew to campfire.
   Bring jackets.
   Volunteer to play a part -- your crews love it!

13. The Philmont Museum and Seton Memorial Library and the Kit Carson Museum are great places to spend free time with your crews. Go along with them. HOURS: _____

14. Turn in a hike-in form at the Ranger Office.
   A. Be sure all dates are accurate.
   B. Be specific about your itinerary.
   C. Pick-up "Wilderness Pledge" cards.

15. Check out of TRAILBOUND TENT CITY before hitting the trail.
   A. Sweep tents. Police area for trash.
   B. Tell the Welcome Center when your tents are clear.
   C. Be checked out of the tents before 10:00 AM. Crews are waiting.
   D. Store packs at the Welcome Center. Do not stay in the tents past checkout time.

16. Get on and off the bus.
   A. Have the crew at the Welcome Center 15 minutes before your scheduled departure time. Buses may be early.

B. Verify your bus assignment with the bus drive.
C. Beware of tail pipe (Circle- "O" brand) in the back.
D. Ranger loads gear in the back door -- Crew boards in the front. Have the crew leave the front seat open for you.
E. Give a bus tour on the way to the turnaround. Use the "Bus Tour Information" in this book for ideas.
F. Ranger hands gear out the back door at the turnaround. Everyone grabs a pack. Unload quickly and completely.
G. Thank the bus driver.

## OUTFITTING FOR THE TRAIL

Shakedown is a vital part of your work with each crew. If you do a good shakedown, your crew will not only have a better time, but it will avoid some trouble situations caused by having **INADEQUATE** equipment.

Your goal is to get every person equipped adequately but carrying as light a pack as possible. Each item should be considered against four criteria:

| | |
|---|---|
| USEFULNESS | DURABILITY |
| BULK | WEIGHT |

It is your responsibility as a Ranger to see that each camper's gear is appropriate and usable. Make suggestions about inadequate items. REMEMBER! They will be on the trail for 10 days, not just 2! They are not accustomed to the weather and may need more clothing, etc... than you require.

Give reasons as to why an item may be inadequate. Otherwise, you may leave the crew thinking that you are only giving your own personal preference, and they may figure that their opinion is as good as yours. Always know why an item should be included or left behind, and tell the crew.

An effective shakedown is necessary for ensuring the success and enjoyment of your crew. It is also important to realize that this is a very sensitive time in which your words and actions carry much weight and are conscientiously noted by the crew. Most likely the parents of your campers and the campers themselves have a certain amount of pride in their equipment.



It is safe to assume that the campers are using the best equipment they have. When you quickly look at gear and simply tell them that it is not any good or not needed, you may seriously hurt some feelings. ALWAYS give each Scout and adult your individual attention and carefully explain the reason why some items may or may not be needed.

When items are inadequate or missing, be sensitive when suggesting that they make purchases at the Trading Post. Many Scouts are on a limited budget. While certain items of their equipment may not be optimal, differentiate between those that are inadequate and unusable and those that may suffice.

## CONDUCTING A SHAKEDOWN

1A. Find an open area around Base Camp. Have the crew members spread out their groundcloths and empty their packs onto one half of the groundcloth. Do not use Trading Post lawns, or the Chapels, etc.

**OR**

1B. Have each crew member pull their cot out of their tent and empty their pack onto one half of the cot.

(Method "1A" is usually done in a shady location, but is not the best method in rainy weather. Method "1B" can be dusty on a windy day, but there are likely to be fewer distractions, and the cots can be put back in a hurry in case of rain.) In case of rain, the Welcome Center and or the Dining Hall may be used for shakedowns with the staff's permission. Remember to be sensitive to their needs and always clean-up after yourself.

2. The Ranger always faces the sun.

3. As you go through the list, each crew member moves that particular item to the empty half of the groundcloth/cot. Be sure to move around and check each item for each crew member.

4. Each person should keep a list of items needed at the Trading Post. When you are finished, each person should have a list and two piles. One pile goes on the trail, one pile stays behind.

## CREW GEAR

Besides the personal gear, each crew has responsibility for its own equipment. The crew leader should make the assignments as to who carries what crew gear. You should be there to help guide the crew leader. Explain why the same person carries the same item(s) of crew gear on the entire trek- items are better accounted for if one person is responsible for a specific object(s). Consider size and strength of the campers as the crew leader is making the assignments.

Food should be re-distributed every morning, so that everyone's pack is getting lighter after every meal.

The crew leader should know who has which items.

## PACKING

Everything should be rolled and packed snugly. Use plastic bags or stuff sacks to keep clothing dry and organized. Everything should go INSIDE the pack. Nothing should be dangling off of the outside of the pack.

1. Compass, knife, matches, lip balm and bandana all go in pockets of clothing on person.

2. Side pockets of pack hold convenience items: AP paper, camera, flashlight, canteen, smellables, RAINGEAR.

3. Map pocket or pack frame holds map.

**External Frames**

4. Upper compartment (or strapped to top) holds heavy, bulky items: tent, dining fly, food, cookware, water.

5. Lower compartment holds light items such as clothing.

6. Tightly strapped on the bottom of the pack is the sleeping bag in a durable / waterproof staff sack.

**Internal Frames**

7. Heavy items are packed in the center of the pack, close to the back.

8. Lighter items are packed near the top and bottom of the pack.

9. Sleeping bag should fit lower compartment of pack.

Weight distribution is critical for comfortable hiking. External frames should have the weight on the top. Internal frames should have the weight distributed along the back.

## BACKCOUNTRY PROCEDURES

1. **Some skills to cover "just-off-the-bus", if you have not already done so in Base Camp:**
   - A. Map and Compass
   - B. Hiking, Rest Stops & Trail Etiquette
   - C. Packs on

2. **On the Trail:**
   - A. Crew must stay together
   - B. Wilderness responsibility
   - C. Water
   - D. Rain on the Trail

3. **Setting Up Camp:**
   - A. Good Campsite
   - B. Pitching Tents
   - C. Pitching the fly
   - D. Getting settled

4. **In Camp:**
   - A. Teachable Moments
   - B. Cooking
   - C. Lightning
   - D. First Aid & Emergencies
   - E. Staffed camps
   - F. Latrines
   - G. Sumps & Fire Rings
   - H. Bears / Bear Cables
   - I. Fires

5. **WILDERNESS PLEDGE:**
   - **Leave campsites cleaner than when you got there.**
   - **Remember, the Wilderness Pledge extends beyond Philmont.**

Many Rangers consider the Wilderness Pledge to be the most important thing done with crews. It starts in Base, is reinforced by the technical and interpersonal skills taught crews on the trail, and is all tied together in the actual pledge. The Wilderness Pledge will then, hopefully, be taken home, and our effect multiplied. So while taking care of Philmont, and indeed other wilderness, is everyone's job, the methods and attitudes begin with the Rangers.

There are many ways to execute the pledge with your crews. The way you choose to do so will depend on the background of the crew. Some crews may have never thought of land as something that must be cared for; others already understand the value of wilderness. Whatever the crew's background, take the challenge of a Ranger who, like the Lorax, "speaks for the trees, for the trees have no tongues to say what they please." (***The Lorax***, Dr. Seuss)

The first step, of course, is to figure out what the pledge means to you, keeping in mind the pledge itself will help you:

"Through good Scout camping, I pledge to preserve the beauty and splendor of the Philmont wilderness. I commit myself to:

1) A litter-free Philmont;
2) An absence of graffiti;
3) Conservation and proper use of water;
4) Respect for trails and trails signs;
5) Proper use of Campsites."

After you know why and where you stand, then you can join your crews in making the pledge.

There are various recipes for doing the Wilderness Pledge with your crew, but they all contain the same essential ingredients: involve everyone, reach out to each participant, make it personal, be creative, and use a story like ***The Lorax***, or a nature game (such as blindfold nature walks, or a game of memory where you look at a patch of ground for a minute then close your eyes and



describe it) to set the tone. Other ingredients that work well are: a sunrise or sunset, a beautiful view, heartfelt discussions, and careful timing.

As with all Rangering, don't be afraid to add your personality and style into the Wilderness Pledge. Be sure to read your crew's maturity level before all games, stories or quotes. Use Ranger Leadership, the Ranger Library, the Seton and other Rangers for resources. If you take this part of your job seriously, put your heart into it, know your crew, know where you stand and use your creativity, then there is no way you can fail. It's all up to you! Philmont and wilderness across the world are in your hands --- give it heart!

6. **On the first night YOU are the program.** Make sure that the crew knows all essential information.

7. **Stress backcountry responsibility and concentrated impact camping.**

8. **Ranger stays with the crew until the morning of the fourth day. You leave when the crew leaves. DO NOT LEAVE EARLY.**
   A. Final conference with the advisors and crew leader: discuss individuals, point out possible problems, answer last-minute questions.
   B. Get the advisor checklist signed. Bring it back to Base Camp with you.
   C. Shake hands with everyone in the crew.

## HITTING THE TRAIL

**Hiking**

1. Don't hike faster than the slowest member of the crew.
   A. Keeps up morale -- keeps crew together
   B. Be aware that this can be a major source of contention within the crew after you are gone.

2. Crew must stay together at all times on the trail.
   A. Always see the person in front of you.
   B. Person in front -- turn around from time to time.
   C. Divided crews get lost.

3. Keep some space between people.
   A. 10 feet is ideal.
   B. Look at scenery -- not the person in front of you.
   C. Safety -- 1 person falling won't cause "domino effect".
   D. Try some "spacing games" at the turnaround.

4. Steady Pace.
   A. Starting and stopping takes more energy.
   B. Avoid sitting down. This causes break to be too long and uses a lot of energy to stand back up.

5. Foot problems? Speak up!
   A. Take care of a hot spot before it becomes a blister.
   B. Five minutes today saves hours.

6. Rest Stops
   A. 5 minutes -- packs stay on, catch breath -- DO NOT SIT DOWN!
   B. 20 minutes or more -- packs off, wait for lactic acid to clear out of muscles.
   C. Too many stops indicate pace is too fast.

7. Uphill Rest Step -- momentarily lock each leg with each step.

8. No night hiking.

9. Stay on the Trail

**Packs On**

1. Two People
   A. Have a buddy hold your pack while you put it on.
   B. Then, you hold your buddy's.

2. One Person -- Two Step
   A. Lift pack and rest it on your thigh.
   B. Stick one arm through the shoulder strap, then hold the bottom of the pack with the first arm while you put on the other strap.

3. Hip belt should be snug -- shoulder straps loose.
   A. Belt should sit on the hip bones
   B. Weight on hips -- your legs are stronger than your shoulders.



**Finding The Way**

1. Use teachable moment whenever possible.

2. Three types of trail signs.
   A. Arrow on either end -- go that way.
   B. Arrow on both ends -- in a canyon or on a ridge.
   C. No arrows -- you are there.
   D. Don't touch the trail signs. Salt from your hands will rub off on the signs and attract animals.
   E. Never blindly trust the trail signs. ALWAYS CHECK YOUR MAPS!

3. Six (6) map colors.
   A. Black -- Man-made objects.
   B. Brown -- Contour lines. Every fifth line is bolder and has the elevation marked on it.
   C. Blue -- Water.
   D. Red -- Boundaries and Highways
   E. White -- Vegetation under three feet tall or no vegetation.
   F. Green -- Vegetation over six feet tall.

4. Map symbol flashcards -- your TR will have complete set that you can borrow to make your own.

5. Declination.
   A. The Map is drawn to point at true north -- the North Pole. The compass points to magnetic north -- not exactly at the North Pole. The difference between the two is called declination.
   B. Philmont declination is around 10 degrees East. It changes over time, be sure you know the current value.
   C. To compensate for declination:
      a. Turn the compass housing so that the number 350 is aligned with the travel or base plate arrow. (350 if the declination is 10 degrees East)
      b. Place the compass on the map and align the side of the base plate with one of the lines of longitude on the map.
      c. Turn the map with the compass still aligned to the grid until the red magnetic needle points to "N" on the compass housing.
      d. The compass will be pointing towards magnetic north (around 350 degrees at Philmont.

6. Other ways to Orient the map.
   A. Line up the contour lines on the map with surrounding landmarks.
   B. Use the sun to approximate direction.
   C. Remember, using a compass set for declination is the most accurate way to orient the map.

7. Shooting bearings and Triangulation
   A. Take the compass and point the travel arrow toward some distinct landmark.
   B. Turn the housing until the red magnetic needle is pointing to the "N" on the compass housing. Use two people for accurate bearings. One person points the travel arrow toward the landmark while the other turns the housing.
   C. Once the housing has been turned correctly, the number on the compass housing that lines up with the travel arrow is the bearing of that landmark.
   D. Place one corner of the compass base plate onto the landmark's position on the map (make sure that the map has been previously oriented for true north).
   E. Keeping the corner on that position, rotate the compass (NOT THE MAP) until the magnetic red needle points to "N" on the compass housing.
   F. Draw a line from the landmark along the side of the compass, and continue on with a straightedge of some kind. Your position is somewhere along this line.
   G. If the line crosses the trail you are on, you are probably at that point on the trail.
   H. If you are not on a trail and wish to further refine your position, shoot two more bearings in different directions. The resulting lines will form a triangle. You are in that triangle.
   I. **NOTE:** Once a map has been oriented to compensate for declination, you can use magnetic bearings to find your position without adding or subtracting the declination again.

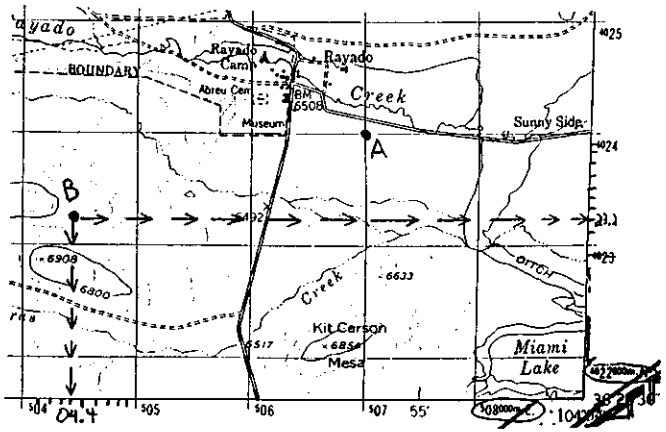
8. Choosing the right trail using your compass.
   A. If you come to a fork in the trail and cannot determine which trail to take:
      a. Orient your map for declination.



      b. Place your compass on the map with the travel arrow pointing along the direction of the trail on the map you wish to take.
      c. Rotate the compass housing until the magnetic red needle points to "N" on the compass housing.
      d. Take the compass off of the map and point it down the two trails at the fork.
      e. Which trail has the same (or closest) bearing as the one on the map? In other words, when you point the compass down the trail, which one has the magnetic red needle closest to "N"? That is the trail you want to take, but take another reading a short distance along the new trail to confirm your choice.

9. You Sunk My Battleship!! - Share this teaching tool with your Rangers and encourage them to use it with crews.

   Using Grid Coordinates:
   - In the event of an emergency, crews are taught to put an "X" on the front of the map and a written description on the back. When Logistics or Health Lodge asks for a location, they want a description and the **grid coordinates of the "X"**.
   - With the Philmont maps (tri-maps and wall maps), we use a shorthand version of the Universal Transverse Mercator (UTM) system to determine grid coordinates.
   - Look at the section of map below. The circled numbers in the corner are the complete numerical and directional UTM coordinates. Don't worry about them. You are concerned with the simplified UTM coordinates that line the edge of the map.



To report the coordinates of point "A", follow these simple steps:

A. Put your finger on point "A".
B. Follow the vertical line down to the edge of the map to the number $^{5}_{07}$. This is your first number.
C. Put your finger back on point "A" and follow the horizontal line to the right edge of the map and find the number $^{40}_{24}$. This is your second number.
D. You read the coordinate: $^{5}_{07}$ by $^{40}_{24}$. You write: $^{5}_{07}$ by $^{40}_{24}$.

Now you read the coordinate of point "B". Since the point is not on any lines, you have to draw your own. The vertical line is about half way between $^{5}_{04}$ and $^{5}_{05}$. Break the grid into tenths and you get $^{5}_{04.4}$. Repeat for the horizontal line and you get $^{40}_{23.2}$. So point "B" is $^{5}_{04.4}$ by $^{40}_{23.2}$ or simply 4.4 x 23.2.

To play *Grid Coordinate Battleship*:

1. Get two copies of the Philmont Wall Map.
2. Each player or team choose a staffed camp north of Highway 64, don't tell!
3. Now take turns randomly selecting grid coordinates from the list below and plotting them on the map. The object is to "capture" the opposing player's camp.

| | | | | | |
|---|---|---|---|---|---|
| 54.4x83.5 | 53.9x89.6 | 51.6x82 | 54.2x83.3 | 46.6x00.2 | 50.9x95.6 |
| 58.9x92.2 | 48.9x03.2 | 53.3x83 | 49.4x92.1 | 51.3x84.8 | 53.1x89.8 |
| 45.7x 92.5 | 52.8x96.6 | 52.9x00.6 | 51.1x89.6 | | |

**Courtesy On The Trail**

1. Crews hiking uphill have the right of way -- it is harder to gain uphill momentum.

2. Vehicles, horses and burros have the right of way.
   A. Whole crew gets off the trail on the downhill side.
   B. For vehicles, get on the driver's side for better visibility.
   C. For animals, get on the downhill side of the trail. The animals are less likely to spook if you are below them.



**Enjoy it!**

1. A lot of scenery is on the trail, not in camp.

2. A quiet cera sees more wildlife.

3. Leave camp early -- avoid afternoon heat and rain and get to camp for program.

4. Be careful about overheating -- steady pace, rest stops, drink moderate amounts of water, tank up on fluids in camp.

**Rain On The Trail**

1. Leave more space between hikers on slippery trails.

2. Stay off of ridges and exposed geographical features -- lightning danger.

3. Put raingear on when it starts, take it off when it stops -- sounds obvious, but raingear causes you to sweat and heat up. Only wear it when you need to.

**Stream Crossing**

1. Always wear boots.

2. Unbuckle the hip strap in case you need to chuck your pack to avoid being pulled under by the current.

3. Never attempt to cross a stream that is over knee deep. Turn back and find and alternate route or staffed camp.

4. Beware of crossing single or weak logs, especially ones perched high above the stream.

5. If you cross on rocks, step on the center of large, dry rocks.

6. Have one person cross at a time so others can help if needed.

**Dangers On The Trail**

1. Step over or around obstacles.

2. Don't throw rocks or roll boulders.

3. Stay out of abandoned mine shafts.

## SETTING UP CAMP

**A Good Campsite**

1. Look for the less-used sites -- distribute wear and tear on all sites.

2. End sites should be left for late-arriving crews.
   A. Often most used sites.
   B. Courtesy for crews arriving near of after dark.

3. Check for signs of past flooding.

4. Look for widowmakers -- dead trees or limbs that may fall in a storm.

5. USE ONLY DESIGNATED SITES WHICH HAVE A # BLOCK, SUMP, FIRE RING AND BEAR CABLE.

**Pitching The Fly**

1. A-frame style, 15-20 feet from the fire ring.

2. Face the tarp so that it is "cornering" the wind.
   A. One corner is pointed into the wind.
   B. Allows some wind to pass through while keeping most rain out.

3. Use a small stick to secure the ridge line to the tarp.
   A. Use a lark's head to secure it.
   B. Ridge line and tarp should both be tight.
   C. Small sticks -- they should break in a strong wind.

4. Clove hitch on the top of the poles -- top three sections of poles sufficient. You want a "BIG" FLY not a "TALL" fly.

5. Use tautline hitches to stake down the guy lines.



6. Lace cord along the side grommets and secure the corners first, then the middle.

7. Push, don't pound stakes.

**Pitching The Tents**

1. Check for water runoff and overhanging limbs. Stay away from large Aspen trees that are shallow rooted an easily blown over.

2. Face the back wall or a back corner into the wind.

3. Check the ground conditions before pitching -- look for rocks and / or bumps that will be uncomfortable to sleep on

4. Rain flies should not touch the tent itself.

5. Groundcloth should go inside the tent to prevent any chance of water running inside the tent.

6. Scatter the tents in camp.
   A. Stay in the site. Stay away from smellable points: fire ring, dining fly, sump & bear cables.
   B. Clustered tents could trap animals.

7. DO NOT DITCH TENTS.

**Getting Settled**

1. All crew gear, food and personal smellables should go under the dining fly before the tents are set up, unless it is raining.

2. Do not unroll sleeping bags until bedtime.
   A. Keeps them dry if the tents leak.
   B. Keeps out unwanted pests like insects and spiders.

3. Leave packs outside of and away from the tents. Cover them with rain covers.
   A. Packs take-up too much room in the tents.
   B. Have slight odor from food, smellables, etc.
   C. This is a precaution against overlooked smellables left in the pack.

## IN CAMP SKILLS AND KNOWLEDGE

**Water -- precious at Philmont -- Conservation is a must!**

1. Purify water to kill off salmonella, typhoid, hepatitis, dysentery, cholera, and GIARDIA. Carry chemical purifier at all times. Pumps may jam, may not filter all bacteria / virus -- carry chemical as a back up.

2. Keep water source clean -- do not bathe, cook or wash dishes in or near a water source. Use the sump for these purposes.

3. Don't waste water or use more than needed, especially in the showers.

4. Double purify very cold or cloudy water, and always double purify water from the Cimarron River.

**Duty Roster**

The crew leader is important in getting the duty groups organized. Use the duty roster on the back of the Crew Leader's copy of the itinerary. Supervise, help out and delegate responsibility. Create three groups: Fire and Water, Cooking, Clean-up. The basic responsibilities for each group are noted below.

COOKING:

1. Fire and Water
   - A. Operates and tends stoves. Fill stoves well away from lighting area. Never fill a hot stove.
   - B. Supplies water for cooks' needs.
   - C. If using a campfire: Gather adequate firewood, Start and Tend fire, PUT FIRE COMPLETELY OUT before leaving camp or going to bed.

2. Cooking
   - A. Sterilizing Dishes:
     After each meal **scrape and wipe dishes, utensils and pots as** clean as possible using toilet paper. **Wash using a mild,** biodegradable soap in warm water. Use scrub pads to remove hardened food remains. Rinse them in boiling water. Before each meal sterilize dishes, utensils, and pots for at least 30 seconds in boiling water. This disinfects any contamination from being in a pack.

     Dishes and utensils will air dry quickly in Philmnot's low humidity. Wash your dishes near a sump, not a water spigot which may contaminate the area. Proper washing, rinsing and sterilizing of dishes and utensils will prevent diarrhea, dysentery and a host of other medical problems.
   - B. Keep food sanitary and off the ground. Use an empty bear bag as a preparation table.
   - C. Prepare the food. Cooks are the only people near the stoves when the food is cooking. This keeps pots from being knocked over.
   - D. Time food preparation.
   - E. Lead Philmont Grace.
   - F. Serve the food.
   - G. Clean up meal preparation area.
   - H. HELPFUL HINTS:
     a. Always hold the pots with hot-pot tongs when stirring.
     b. Start with less water than the directions call for -- you can always add more as you cook.
     c. Serve food over the pots to keep spills off of the ground.

3. Clean-up. SEE CLEAN-UP SECTION BELOW

4. Crew members not in one of the three groups should put up the bear bag before dark, as well as assist in any way needed.

**Clean-Up**

1. Preparation
   - A. EAT EVERYTHING. Uneaten food must be packed out in a plastic bag. Eat it or carry it.
   - B. Each person scrapes and wipes their personal gear as clean as possible using toilet if needed.
   - C. Have everyone help out and eat all of the food out of the cooking pot. Uneaten food must be scraped out and put into the sump bag by the clean-up crew.
   - D. While the crew eats, the clean large pot is filled 3/4 with water and brought to a boil.

E. Fill the "cook pot" 1/4 full with the water boiled in the clean pot, then add cold water to fill the pot half way. Add 1 or 2 drops of camp suds.

2. Washing and Drying
   A. Clean-up crew washes all dishes. This allows the rest of the crew to do other things instead of all waiting at the sump.
   B. Wash personal gear first and crew gear last.
   C. The wash pot should be scrubbed out last and the water poured into the sump through the sump strainer. Rinse with hot water.
   D. All solid waste must be packed in a sump bag and carried with the trash. DO NOT FORGET TO PUT THE SUMP BAG IN THE BEAR BAGS.
   E. Leave the dishes by the sump to air dry overnight. Place them on a trash bag to keep them clean.

3. Finishing Up
   A. Everyone polices the area for smellables, uneaten food and unwashed dishes.
   B. All trash goes into a trash bag to be carries out. Trash goes in the bear bags.

4. BE SURE TO STERILIZE ALL DISHES BEFORE USING THEM FOR THE NEXT MEAL. See "COOKING" for details.

**Bears and Other Animals**

1. Bears are attracted primarily by odors. Be sure to stress the importance of the bear bags.
   A. Smellable items are suspended away from people -- don't forget spilled food on clothes.
   B. Coil rope and throw over the bear cable. Do this during the day for easier throwing.
   C. Be sure to get ALL smellables in the bags before hanging.
   D. Do not use rocks or other weights to throw the rope. The weight of the rope should be sufficient.
   E. Climbing trees to suspend ropes is not allowed.
   F. Well hung bags will lead bears away from camp and people.
   G. Do not stand under the bear bags when hanging them. They could fall.

   H. Tie the bear rope to two (2) separate trees.
   I. DO NOT HANG BEAR BAGS DURING A LIGHTNING STORM.

2. Rodents and other small animals.
   A. Keep food supplies off of the ground and out of packs. Rodents can damage packs as quickly as bears.
   B. Carry rabies, plague, Hantavirus and other diseases -- leave them alone.

3. Livestock -- "Domesticated" does not mean "tame". Do not bother the livestock.

4. Insects
   A. Select campsites away from insect infestation, especially anthills.
   B. Know who in your crew is allergic to insect bites.
   C. Mosquitos are prevalent in some areas. Pitch your tents in locations away from standing water and open to breezes.

5. Snakes
   A. Step around or way over logs.
   B. Do not panic, back away slowly in an encounter.
   C. See First Aid section for treating bites.

**Encountering A Bear**

1. Never provoke a bear to act aggressively. Do not throw rocks, use flash bulbs, approach, or go close to a bear. A mother bear with cubs is very protective and easily provoked. Give them a wide berth.

2. Never risk injury by attempting to save your food or gear. Both can be replaced if necessary.

3. If a bear approaches your campsite (50-100 yards away), make loud noises, bang pots and pans to discourage it from coming closer.

4. If a bear enters your campsite, gather your crew and quickly leave the area until the bear is gone.

5. If you awaken with a bear curiously examining you, do not play dead and do not strike the bear. Talking with a calm tone of voice will let

the bear know you are alive and well. If the bear is several feet away, you may be able to slip out of your sleeping bag and retreat. Running may provoke a bear. If possible, back away slowly.

**Breaking Camp**

1. Police entire campsite -- it has to be perfect.
   A. Make sure that the sump screen is clean.
   B. Check for trash -- all trash has to be packed out.
   C. Make sure all crew and personal gear is accounted for.

2. Ashes are shoveled into an "inside-out" bear bag for easy carrying. When the crew is ready to hit the trail, simply carry the ashes for 10 - 15 minutes on the trail, stop then hike uphill off the trail for 100 yards. Use the shovel to scoop and scatter the ashes. DO NOT DUMP IN A PILE.

3. Different groups can be responsible for taking down the dining fly, coiling the bear rope, etc.. each morning.

## SPECIAL OR DANGEROUS CAMPING SITUATIONS

**Rainy Weather Camping**

1. Do not ditch tents

2. Keep crew gear dry under the dining fly.

3. Be sure to cook dinner.
   A. Keeps morale high.
   B. Gives people calories to keep warm.

4. Keep sleeping bags dry -- don't unroll before bedtime.

5. Dry, emergency wood can be found under logs and rocks.

6. Keep people dry and warm to avoid hypothermia.

7. Dry personal gear in the sun and wind.



**Dry Camps**

1. Conserve water, avoid fire.

2. If close to water (within a mile), wait until you are in camp to get crew water.

3. If a long way away, send all empty containers. Be sure to drink as much water as possible at the last water source on the trail.

4. Rearrange menu: eat a dinner near a water source (like a staffed camp), and eat a lunch for dinner in camp.

**Lightning**

1. Avoid tall trees, wire fences, bear cables, exposed mountain tops, cliffs and overhangs.

2. If on a ridge or peak, head straight down the leeward side of the approaching storm in to some sort of cover.

3. If in a meadow -- LEAVE FAST. Get into some uniformly sized trees, spread out at least 100 feet apart, and get into the "lightning position" (squatting) or kneeling on a pad with your feet close together in order to have minimal contact with the ground. If you can't leave fast enough, spread out at least 100 feet apart and get into the lightning position.

4. If hiking in the rain, spread out along the trail and keep moving. If heading to higher ground or if lightning becomes severe, spread out in the woods near the trail.

5. NEVER TAKE CHANCES. Never begin an ascent in the face of a thunderstorm. Get off high peaks before noon -- afternoon thunderstorms are frequent.

**Hail**

1. Head for a stand of evenly sized trees -- hail may be large enough to rip packs and raingear.

2. Dining fly or tents may also offer protection.

**Flooding**

1. Be aware of the stream levels especially in canyons or after several days of rain. Never cross a stream that is over knee deep.

2. If a campsite is flooding, head for higher ground -- IMMEDIATELY. Take only as much equipment as is safely possible.

**Fire: If Conditions Warrant, Fires Will Be Restricted or Prohibited**

1. Exercise great care with all fire.

2. Campers do not fight fires.

3. Keep campfires small -- only large enough to do the job.

4. Never leave a campfire unattended for any reason.

5. Smoking is discouraged everywhere.
   A. No smoking on the trail.
   B. Smoke in camp only at the fire ring.
6. Report all forest fires to the nearest staffed camp.

**Accidents In Camp**

1. Don't go barefoot

2. Don't climb trees or rocks.

3. Watch your step for exposed roots or animal burrows.

## FIRST AID AND EMERGENCY PROCEDURES

**First Aid**

Most people have had some first aid training. It is the Ranger's job to review that training with each crew. Be sure to cover all of the topics on the advisor checklist cards.

**Time Consideration**

Most Philmont participants come from areas that have 911. 911 networks are designed to bring ill and injured subjects into hospital emergency rooms in less than thirty minutes. Because of the size and remoteness of



Philmont and Philmont trails, safe evacuation of an ill or injured subject can take several hours. This may help participants realize the importance of prevention.

**Sending A Message For Help**

Specific information must be provided to Logistics and to Health Lodge when reporting an emergency. Stay Calm and know what the emergency procedures are. It is important that each participant write on the back of their map the following list of questions which are to be answered before going for help at the nearest staffed camp:

- Subject's name
- Expedition number
- Exact location -- on the back of the map, mark the location with an X and describe it in detail -- use grid lines.
- Time of incident -- how long the condition has persisted and whether there are intervals of occurrence
- Exactly what happened
- What is wrong -- describe all symptoms and conditions in detail: subject's temperature, breathing rate, pulse are most important
- Level of consciousness (alert x 4: name, time, place, incident) verbally responsive, pain response only, unresponsive
- History of present illness: allergies, medications, previous illness, last meal or drink, events before illness
- Pain: provokes, quality, radiation -- location of pain and whether pain has spread, severity -- scale of 1 to 10, time and intervals of time
- Treatment so far
- Anything else that may seem important

Rangers! A crew emergency after you return to Base Camp may be the truest test of your skills as an outdoor educator. Meet the challenge. Make sure every participant knows how to find the nearest staffed camp on every day of their trek.

Four people are required to go for help at a staffed camp. If one gets hurt on the way, another can stay to treat injuries while the other two move on. Every person should take water, raingear, map, compass, food, matches and flashlight.

**Securing The Scene**

Remember to secure everyone's safety before attempting to provide First Aid. Panic reactions can, and often do, lead to a more dangerous situation. Take a deep breath and be calm. Remember the ABC's of First Aid. In an emergency, it is always best to go through the ABC's first while providing first aid. Following the ABC's is systematic and reduces panic.

**Scene Safe:** Is there still danger to rescuers and/or subject(s)? Lightning danger? Fire danger? Bear Danger? Number in crew -- is anyone missing? People are either part of the problem or part of the solution. How many subjects are there?

**Airway:** What might be blocking the airway? Asthma? An allergy -- bee stings or food reactions can close the airways? Food? Head position?

**Breathing:** Look, Listen and Feel for breathing. Look at the chest to see if it is rising and falling. Listen, ear to mouth, for breath sounds. Feel with your cheek to know if the subject is exhaling. Do not worry about any other first aid until you know there is breathing.

**Circulation:** 1) Is there a pulse? 2) Is there bleeding? RANGER! Have everyone in your crew find the crew leader's carotid (neck) pulse! Index and middle fingers only. The thumb has a pulse of it's own. Bleeding: direct pressure, elevation, pressure points, light tourniquet (last resort).

**Disability:** Is there a neck or back injury? If you suspect a neck or back injury, DON'T MOVE THE SUBJECT! The only time you should move a head or neck when you suspect a neck injury is to open a closed airway. Now, use your imagination. What could be wrong? Use the clues. The method of injury will give you tremendous amounts of important information. What happened? How much? How far? Did they fall? Did they hit things on the way down? Write the information on the map that goes to the staffed camp.

Shock: 1) Treat all injured/ill people for shock, because shock can kill. 2) If the face is pale, raise the tail (raise feet 12-18 inches). If the face is red, raise the head (raise the head and shoulders 12-18 inches). These rules manage all of the nine types of shock.



**CPR**

**Stopped Breathing:** To determine if a person is breathing, look for the rise and fall of their chest and then listen with an ear to the subject's mouth and nose for indications of breathing. If breathing is stopped, an important factor for a successful resuscitation is the immediate opening of the airway. This may be accomplished by tilting the subject's forehead and applying a firm backwards pressure with the palm of your hand. Also, place the fingers of your other hand under the bony part of the lower jaw near the chin and lift to bring the chin forward and the teeth almost shut. If a neck injury is suspected, use the chin-lift without the head -tilt technique.

**Airway Obstruction:** An obstruction is present if there is resistance to air flow and a failure of the chest to raise during an attempt to administer artificial respiration. Signs of the presence of obstruction also include bulging of the eyes, bluish color of the skin, and difficulty speaking.

To open and airway a combination of manual abdominal thrusts and / or finger probe for foreign objects in the mouth may be used. If a foreign body is seen in the mouth, attempt to remove it with your fingers. If it cannot be seen, manual abdominal thrusts may expel or dislodge the object so it can be removed with fingers. After 6-10 thrusts, reposition the head and attempt to ventilate the patient. If no air enters, repeat thrusting.

**Reviving Breathing:** If the subject does not promptly resume adequate, spontaneous breathing after the airway is opened, artificial respiration must be initiated. Use the chin-lift, head-tilt technique of placing one hand under the person's chin and lifting while resting the other hand on the forehead and pinching the nostrils. Take a deep breath, then open your mouth and place it firmly on the subject's mouth. Administer two initial breaths of 1 to 1 ½ seconds each. Take a breath after each ventilation. After delivering these breaths, check the carotid (neck) pulse. If a pulse is present, but the subject is not breathing on their own, one deep breath should be given every 5 seconds, or 12 breaths per minute. Remove your mouth between breaths so the person can exhale. Adequate breathing is monitored on every breath by watching for the rise and fall of the person's chest.

Mouth -to-nose ventilation may be used if the person has facial injuries or a good seal cannot be formed around the mouth. In the mouth-to-nose method, tilt the head back with one hand on the forehead and with the other

hand lift the jaw. Blow into the person's nose using your cheek to close off the mouth, or hold the mouth closed with the hand that is not on the subject's forehead.

If vomiting occurs, stop ventilation and turn the person's entire body to the side, cleaning the mouth of vomitus. Roll the person on their back and resume ventilation.

**Stopped Heart**

The absence of the carotid pulse in the neck indicates a lack of blood flow and no heart beat. CPR should be administered if the rescuer is sure that not pulse exists.

First, it is important to realize that there are many risks involved with the performance of CPR. While complications may occur with even the best of performances, careful attention to details of technique will minimize problems. The following is only a rough and brief outline and may serve as a reference. Proper training with certified instructors is essential. CPR cannot be properly self-taught. Nevertheless, in the absence of such training, the following provides useful general guidelines.

The subject should be on a firm surface. Kneel close to the side of the subject, placing one hand over the other, and on the lower half of the sternum. Your hand should be on the sternum and approximately 2 inches above the xiphoid process. Pressure on the sternum compresses the heart against the spinal column, forcing the blood out of the heart and providing circulation. For adults, the depth of compression is 1 ½ to 2 inches. The compressions must be regular, smooth and uninterrupted. Relaxation must immediately follow compression and be of equal duration (50% of the cycle should be compression and 50% of the cycle should be relaxation). For the proper hand position, the heel of the hand must remain in contact with the sternum; however, all pressure is released on the upstroke to allow maximum refilling of the heart.

In the single-person rescue, a 15:2 ratio is performed (15 compressions in 11 to 12 seconds and then 2 quick ventilations in 3 to 4 seconds). The rate for the single-person rescue is 80 per minute to allow time for the ventilation.



CPR should not be stopped for over 5 seconds and should be continued until the subject is transferred to trained medical care (the arrival of the PHILSAR team and doctors).

The carotid pulse should be checked for 5 seconds after the first minute of CPR and every few minutes thereafter to review the effectiveness of CPR and the status of the person. If pulse is absent, resume CPR with 2 ventilations followed by compressions.

Once breathing has been restored in any resuscitation effort, place the subject in a comfortable position, usually on the side with head and shoulders slightly elevated. Treat for shock during and after the respiratory emergency.

Remember, CPR is not begun until it is ascertained that the victim does not show evidence of breathing or have a pulse. The sooner CPR is initiated, the greater the chances of survival and the less the chance of brain damage. Many rescue attempts will be unsuccessful, but the alternative to not perform CPR, if needed, is certain death.

**CPR Checklist**

- Determine consciousness
- Open airway (head-tilt) look, listen, feel 2 full ventilations
- Check carotid pulse
- Apply 15 compressions in 11-12 seconds
- 2 full ventilations in 3-4 seconds
- Repeat cycle at 15:2 ratio

All other cases can wait for a few moments until proper treatment may be determined. Whenever possible, wait for the arrival of a medic and the PHILSAR team. Moving an injured person may cause further harm. Remember that any treatment you provide may have to be undone at the health lodge at great pain to the subject.

Always remember, your attitude is of the utmost importance in dealing with a subject in a medical emergency. Your attitude will be transmitted to the subjects and, if positive, will serve to relieve the person's anxieties. Relaxation of the victim may ease respiration, slow any serious bleeding, reduce pain, and decrease the element of shock.

## FIRST AID SITUATIONS

### EXPOSURE

**Heat**

Prevention: Drink -plenty of fluid, use sun screen, clothing and hat for sun protection.

Symptoms: Blister/sunburn/chapped lips/dehydration/,altitude sickness headache/nosebleed/heat exhaustion/heat stroke

Treatment: Water, rest in shade, slower pace, lighter pack, balanced nutrition.

**Cold**

Prevention: Dry clothing, no exposed skin.

Hypothermia: Mumble, fumble, stumble, tumble, coma.

Other signs: Immersion foot, jock itch.

Treatment: Dry clothing, hot cocoa, high calories.

### MEDICAL/TRAUMA

**Orthopedic**

Prevention: Safety, reduced horseplay.

Injuries: Burns /sprains /strains /fractures /eyes /bites & stings/ severe bleeding.

Treatment: RICE (Rest, Ice, Compression, Elevation), moleskin.

**Abdominal**

Prevention: Drink plenty of fluid, balanced nutrition.

Symptoms: Constipation/ diarrhea/ nausea/ vomiting/ gynecological.

Treatment: Careful consideration.

**Cardiorespiratory**

Prevention: Crew awareness, education.

Symptoms: Cardiac/stroke/asthma/hyperventilation/insulin shock/diabetic coma/anaphylaxis/epilepsy.

Treatment: Fast, correct.

### HEAT

**Blisters**

Symptoms: "Hot Spots" on feet, tenderness, localized pain.

Prevention: Prevention is everything. Place rounded moleskin or molefoam on Hot Spots before they become blisters. Wear two pair of socks. Replace and wash socks when they become wet or -soiled, particularly liner socks. Remove all socks and dry them each night by placing them in your sleeping bag over your legs. This technique allows your feet to dry out as well. Modify prevention techniques if you wish, but continue using prevention techniques even after blisters occur.

Treatment: Place non-adhesive gauze or medical tape over the clean and dry blister. Doing so prevents the blister from being torn when the moleskin comes off. Cut moleskin or molefoam like a donut and, center blister inside the hole. Use tincture of benzoin to help stick better, if you wish. Moleskin is preferred over molefoam because it allows skin to breath. Adhesive tape may be used to cover the moleskin in difficult places. Puncture blister only when it becomes too large to effectively cover. If the blister must be popped, puncture from the bottom with a sterilized needle.

**Sunburn**

Symptoms: Reddish skin, burns, blisters, swelling or puffiness of extremities, fever.

Prevention: Apply sun screen in early morning for maximum prevention and minimum smellable risk, wear broad brimmed hat.

Treatment: Cool the skin, cover exposed areas, treat for burns and shock.

**Chapped Lips**

Treatment: Encourage the subject to consume plenty of liquids before the use of lip balms.

**Dehydration**

Symptoms: Headache, fatigue, irritability, chenille creases, chapped lips, nosebleed, dark urine.

Treatment: Drink as much water as you can, then ½ quart every half hour.

**Altitude Sickness**

Symptoms: Headache, nausea, insomnia, loss of appetite, irritability, fatigue.

Treatment: Reduced activity, rest, water, nutrition. Call health lodge if symptoms persist for more than 24 hours. Remember that altitude sickness can afflict seasoned athletes.

**Headache**

Almost all headaches at Philmont result from dehydration. Give aspirin or Ibuprofen only after the subject is "Clear and Copious".

**Nosebleed**

Direct pressure, head forward, pinching nose on the bridge where the bone meets the cartilage. Make sure the subject establishes "clear and copious urination".

**Heat Exhaustion**

Symptoms: Cold clammy skin, rapid pulse, fatigue, irritability.

Treatment: Water with beverage base.

**Heat Stroke**

Symptoms: Hot dry skin, rapid and strong then weaker pulse, loss of consciousness.

Treatment: Immediate cooling of skin with water. Do not attempt to pour water into the mouth of an unconscious subject as this might clog the airway. Do not place the subject in a creek, doing so risks shivering and the mammalian response.

## COLD

**Hypothermia**

Symptoms: Shivering, loss of fine muscle control, lethargy. If the subject(s) becomes irrational or loses consciousness, cardiac arrhythmias are possible. If the subject(s) stops shivering, becomes irrational or loses consciousness, alert the health lodge.

**Immersion Foot (Trench Foot)**

Symptoms: Skin is wrinkled, pale, cold to touch.



Treatment: Remove the subject from the cold, wet setting and allow the feet to dry.

**Jock Itch**

Symptoms: Similar to athlete's foot, jock itch may occur under hot or cold conditions. It is characterized by burning, itching or flaking skin.

Treatment: Over-the-counter antifungal powders or creams designed for athlete's foot are widely successful. Remember to use these powders before lunch as they are smellables.

## ORTHOPEDIC

**Burns**

Treatment: Treat a burn as a break in the effectiveness of skin to fight infection. Irrigate with cool water. If necessary irrigate with fresh water followed by irrigating with purified water. Treat for shock. Call health lodge if the burn is on the face, will be under pack -straps, or if there are any other concerns.

**Sprains, Strains and Fractures**

Symptoms: Pain, tenderness, numbness, swelling, discoloration, deformity.

Treatment: If and only if muscle spasms set in, immobilize the limb by tying it to another part of the body. Do not transport or -splint the subject unless absolutely necessary or if advised by health lodge.

Treatment for Ankle Injuries: Do not take off the boot or shoe unless the toes lose sensation. Have the subject carefully try to walk. If the subject -cannot walk, treat the injury as a fracture. If you are not sure whether or not the injury is a fracture, suspect a fracture and treat it that way.

General Treatment: (RICE) Rest, Ice, Compression, Elevation. Ice is sometimes available in the form of hall. Plastic bags filled with hail have proven highly effective in reducing swelling.

**Eye Injuries**

Treatment: Irrigate with cool purified water. Do not rub or attempt to wipe eyes. If the cornea or sclera is punctured, do not

remove the object. Cover both eyes, leave someone with the subject at all times and call health lodge.

**Bites and Stings**

Rattlesnake: The bite may not appear as two fang marks. It may be a single puncture wound, bruise or scratch. Eighty-five to ninety percent of rattlesnake bites have no envenomation. For this reason, it is -not advisable to make incisions in hopes of removing venom. Treat for shock. If you do nothing else, this is sufficient. A lymph constrictor may be placed between the wound and the heart. It should allow for a pulse to be felt on the end of the extremity. Wait to see if a small knot-like swelling appears. When in doubt, call the health lodge.

Insect: Remove stinger, if necessary, by gently scraping it off with a card or knife. Treat with cool purified water and wash with soap. If an allergy -sets in, call Health Lodge (see anaphylaxis in cardiorespiratory section). Make sure that those with allergies carry their anaphylaxis kits with them at all times (see smellables in cardiorespiratory -section). Make sure that several other crew members know how to use the anakit.

Arachnid: Spider and scorpion bites and stings should be treated for infection and swelling. Watch for anaphylaxis.

Mammals: Treat for infection. Treat bites for infection and triple check to make sure the subject has had a tetanus shot in the last ten years. Do not try to kill the animal that bit the subject. Rather, identify the species if possible. If you think there is a chance of rabies, call Health Lodge.

**Severe Bleeding**

Treatment: Direct pressure by any means. Pad your hand with a sterile compress, if available, a T-shirt, or your bare hand . . . but stop the bleeding. Use a tourniquet only on a severed limb. Use pressure points and constriction bands when direct pressure is not effective.



**ABDOMINAL**

**Constipation**

Prevention: Once again, prevention is important. Clear and copious urination prevents constipation. Once constipation sets in and causes acute abdominal pain, it can be difficult for the health lodge to decide if surgery may be necessary. For this reason, it is difficult for health lodge to recommend drinking water after constipation has set in. So, prevention by consistent fluid intake is important.

**Diarrhea**

Prevention: Sound techniques of water purification are essential to the prevention of diarrhea. If diarrhea does happen, hydration becomes even more important to maintain.

**Nausea / Vomiting**

Treatment: If there is no abdominal pain, recent injury or fever, have the subject reestablish clear and copious urination. Document any vomiting.

**Gynecological**

Symptoms: There are four non-life-threatening, but painful possible occurrences. These occurrences do -not necessarily decrease backpacking abilities.

1. Dysmenorrhea: Bleeding due to an abnormally tipped uterus.
2. PMS: Hormonal changes that heighten discomfort and irritability.
3. Cramps during menstruation: Painful contractions of the uterus.
4. Cramps during ovulation: Pain around the ovaries.

Prevention/ Treatment: Call health lodge if the pattern of bleeding is irregular, pregnancy is possible, fever is present, or if the pain is in the subject's lower right abdominal quadrant. Otherwise, try to increase water, iron, potassium, calcium and electrolyte intake before using Ibuprofen or Tylenol; particularly if menstruation is present. Raisins, banana chips, -cheese, milk and beverage base are good

sources of these nutrients in trail food. Chocolate bars, available in trail food, decrease discomfort for some and increase discomfort for others. Water and iron can reduce the likelihood of painful clotting at high altitudes. Handwarmers placed over the aching muscle areas of the back work well because they help circulation.

**Backpacking Concerns:** Disposal of sanitary napkins is best at established latrines. The next best disposal is to bury the items in "cat holes", two hundred feet from any water source, that do not reach underlying mineral soil. This technique fosters quick, safe decomposition.

**Abdominal Pain**

Symptoms: Pain in the abdomen resulting from illness or injury ,may be temporary and harmless, or serious and dangerous. Prevention of many types of abdominal pain is hydration.

Treatment: Call health lodge if:

1. Pain has persisted for six hours or longer.
2. Pain is specific to one or more spots in the abdomen rather than dull aching.
3. Pain is described as burning, stinging or stabbing.
4. Blood appears in vomits (looking like coffee grounds), stool (like black tar), or urine (reddening the urine).
5. Fever is present.

## CARDIORESPIRATORY

**Cardiac Trouble**

Symptoms: Prolonged (longer than ten minutes), oppressive pain or unusual discomfort appears in the center of the chest, behind the sternum. The pain may radiate to the shoulders, arms, neck or jaw. The pain normally, but riot always, occurs on the subject's left. The pain and discomfort are often accompanied by sweating, numbness, nausea, vomiting or shortness of breath. These signs/ symptoms sometimes subside and then return. The pain experienced is likened to a steel band being tightened around the chest, someone squeezing the heart with a fist, pressure or a heavy weight being placed on the chest.

Treatment: Treat for shock, call health lodge. If heart has stopped, use CPR.

**Stroke**

Symptoms: Paralysis,. sudden severe headache, rapid loss of consciousness or convulsion.

Treatment: Maintain airway. Treat for shock, keeping paralyzed side down. Call health lodge.

**Asthma**

Symptoms: Shortness of breath, labored breathing, wheezing.

Treatment: Reduce exertion. Use the inhaler, more than once if necessary. Be prepared for CPR.

**Hyperventilation**

Treatment: One very effective method is to sit the subject down and calm the person in a reassuring manner that will reduce the feeling of panic. Have the subject breathe into a bag or stuff sack to increase the carbon dioxide level in the bloodstream. Hyperventilation is caused by too much oxygen in the bloodstream caused by rapid, shallow breathing.

## DIABETES

**Insulin Shock (Need of Sugar)**

Symptoms: Rapid onset, hunger, pale moist skin, normal or rapid breathing, normal rapid and full pulse. headache, irritability, lack of urination, seizure or coma.

Treatment: Beverage base, candy or hot cocoa. Maintain airway. Response to treatment is immediate.

**Diabetic Coma (Need of Insulin)**

Symptoms: Gradual onset, warm dry skin, intense thirst, lack of hunger, vomiting, air hunger, sweet fruity odor of breath, rapid weak pulse, urination, restlessness merging to coma.

Treatment: Gradual insulin injection by qualified care giver.
Response to treatment: Six to twelve hours following medication and fluids.

If there is any doubt about how to provide care for a diabetic reaction, give sugar and call Health Lodge.

**ANAPHYLAXIS**

Cause: Sting, bite or other allergic reaction.
Symptoms: Skin: Flushed, itching, burning, hives (away from the bite or sting), swelling (especially face and tongue).
Breathing: Tightness or pain in chest, with irritating, persistent cough, wheezing, difficulty breathing.
Pulse: Development of weakened pulse.
Treatment: Because the difference between a mild and a severe reaction may take time to ascertain. The crew must be prepared for a reaction at all times. Assist the subject in using their anakit. Call Health Lodge.

**EPILEPSY**

Treatment: If a subject has a seizure, try to minimize the possibility of injury. Monitor the airway and place no objects whatsoever in the mouth of the subject. The subject is likely to wake up highly embarrassed. Take these realities into account.

**SMELLABLES AND FIRST AID**

The only items of first aid kits that should not go in the bear bags are: anaphylaxis kits, asthma inhalers, insulin and any other medication that may be needed quickly. These items should be kept with their owners at all times and set in a boot near or in the owner's tent overnight.

**Evacuation**

Always wait until a medic and the PHILSAR team have arrived before attempting any evacuations.



# PHILSAR OPERATIONS

**Selection**

1. Rangers may be asked to serve in emergency situations by the Chief Ranger, Associate Chief Ranger, or another member of Ranger leadership.

2. If Rangers are ill, have work assignments, or have work assignments pending, they should not volunteer for PHILSAR assignments.

3. Remember, providing services to the crews is the foremost responsibility of all Rangers.

**Personal Equipment and Clothing**

1. For all PHILSAR duty, Rangers should wear the following:
   - A. Long-sleeved shirt cotton / wool
   - B. Long pants cotton / wool
   - C. Lug-soled boots
   - D. Brimmed hat
   - E. Cotton / wool socks

2. For all PHILSAR duty, Rangers should carry the following in day pack:
   - A. Bandana
   - B. Water bottle and purifier
   - C. Raingear
   - D. Sun protection
   - E. Map and compass
   - F. Glove (these will be issued to team members)
   - G. Flashlight or Headlamp
   - H. Trail / Snack Food

**Where To Report**

Report to the PHILSAR Room with all Philsar gear. The team will receive further instructions there.

**Selected Policies**

A complete list of PHILSAR policies can be found in the *PHILSAR Manual*. Be aware of all of them. Some particularly important policies are:

1. All PHILSAR members are expected to be prepared and ready to respond quickly to any alert.

2. PHILSAR equipment and supplies are to be used for PHILSAR operations only.

3. No PHILSAR member will participate in any facet of an operation while under the influence of alcohol or drugs.

4. Safety is stressed during all PHILSAR operations.

5. Only the person acting as the Philmont Public Relations Officer is to discuss anything pertinent to an ongoing PHILSAR.

6. PHILSAR members will be expected to get sufficient sleep during operations to be mentally alert.

7. All equipment used during a PHILSAR must be immediately returned to the PHILSAR room following a mission.

8. All field PHILSAR personnel must be physically fit to be able to tolerate long hours of strenuous activity during the field operations.

9. Jealously, boasting, or abrasiveness accomplish nothing and will not be accepted in PHILSAR operations.

## BACKCOUNTRY CAMP INFORMATION

**Abreu Program:** Adobe Brick Making, Cantina, Burro Racing
Facilities: Radio, showers

**Apache Springs Program:** Jicarilla Living, Sweat Lodge
Facilities: Radio

**Baldy Camp Program:** Mining History
Facilities: Radio, showers, Trading post, Commissary

**Beaubien Program:** Horse Rides, Boot Branding, Chuckwagon Dinner, Cowboy Campfire
Facilities: Radio, showers



**Black Mountain Program:** Blacksmithing, Black Powder
Facilities: Radio-portable

**Cimarroncito Program:** Rock Climbing, Climbing Wall, Environmental Awareness
Facilities: Radio, showers.

**Clark's Fork Program:** Horse Rides, Boot Branding, Chuckwagon Dinner, Cowboy Campfire
Facilities: Radio, showers

**Clear Creek Program:** Rocky Mountain Fur Company
Facilities: Radio

**Crater Lake Program:** Continental Tie & Lumber
Facilities: Radio, showers

**Crooked Creek Program:** Homesteading
Facilities: Radio - portable

**Cypher's Mine Program:** Gold Mining, Blacksmithing
Facilities: Radio, showers

**Dan Beard Program:** Challenge Course, Low Impact
Facilities: Radio

**Dean Cow Program:** Rock Climbing, Environmental Awareness
Facilities: Radio, showers

**Fish Camp Program:** Fly Tying & Fishing
Facilities: Radio

**French Henry Program:** Gold Mining, Blacksmithing
Facilities: Radio, No overnight campers

**Harlan Program:** 12 Gauge Shotgun Shooting, Burro Racing
Facilities: Radio

**Head of Dean Program**: Ropes and Challenges
Facilities: Radio

**Indian Writings Program**: Archaeology
Facilities: Radio, showers

**Iris Park Program**: Mountain Biking
Facilities: Radio

**Miner's Park Program**: Rock Climbing, Environmental Awareness
Facilities: Radio, showers

**Miranda Program**: Mountain Livin', Burro Packing
Facilities: Radio

**Phillip's Junction Program**: Fishing
Facilities: Radio, showers, Trading Post, Commissary, No overnight

**Ponil Program**: Horse Rides, Burro Packing, Cantina, Western Lore, Chuckwagon Dinner & Breakfast, Fishing
Facilities: Radio, showers, Trading Post, Cantina, Commissary

**Pueblano Program**: Continental Tie & Lumber
Facilities: Radio

**Rayado Program**: Kit Carson Museum
Facilities: Phone, No overnight campers

**Rich Cabins Program**: Homesteading
Facilities: Radio, Commissary

**Ring Place Program**: Environmental Awareness, Conservation, Astronomy, Ring Ranch History
Facilities: Radio, Commissary

**Sawmill Program**: .30-06
Facilities: Radio, Showers



**Seally Canyon Program**: Wilderness Medicine / Search and Rescue, GPS Technology
Facilities: Radio

**Urraca Program**: Ropes & Challenges, Philmont Story Campfire
Facilities: Radio

**Ute Gulch Facilities**: Radio, Trading Post, Commissary, No overnight

## INTERPERSONAL SKILLS

**Teaching Techniques**

1. The Importance of Technique
   A. Personality makes a lesson stick; nothing has to be just a lesson, it can be a scenario.
   B. The information is important, but the way you say something is going to stay with crews longer than what you say. (SEE TONE)
   C. TEACHING IS NOT TELLING. We need to facilitate learning, not force it.

2. The "Need-to-Know" Style
   A. Teach things as you come to them. TEACHABLE MOMENTS. When you come to a stream, talk about streams. When you encounter a storm, talk about lightning. This regulates the way information is processed by the youth.
   B. Ask the crew to figure things out. If the crew members figure things out for themselves, then they WILL LEARN it. If we just say "THIS IS BECAUSE OF THIS..." it will sink into short-term memory, EXAMPLE: On Wilson Mesa with a crew: "What do you think caused that? What can we do to prevent this from happening again?"

3. Use of Teachable Moments to Get Overall Concepts Across
   A. The most obvious teachable moments that arise come in the form of questions. Many of the greatest opportunities to get across intangible concepts such as environmental ethics are hidden in those questions. EXAMPLE: "What is a sump?" It is where we dump our water -- to concentrate our odors -- to reduce impact -- to see to it that our presence in the Philmont backcountry is as

difficult as possible to detect -- to treat this land with all the respect it deserves. Start with the cold facts, then utilize those "whys" to facilitate those intangible concepts.

B. Remember that the mind of a youth focuses more easily on the tangible than the intangible. So use examples and give "whys". Imagine the impact of two different answers to the same question: "Why should I put my smellables in the bear bag?" 1) "Because they attract bears." 2) "Because they attract bears and many of our bear incidents (some of which included injuries to humans) have been the result of carelessness with smellables." Beware of the "If I can't see it, it's not there" mentality. The solid fact that people have been injured by bears at Philmont will facilitate the overall concept that bears are a danger to be taken seriously.

4. A Teaching Method
   A. Discover the teachable moment.
   B. Plan the teachable moment out mentally; make sure all necessary items are present.
   C. Present the moment using "whys".
   D. Get everyone involved.
   E. Review what was discussed and why.

5. Attention Keeping
   A. Make it interesting!
   B. Be ENTHUSIASTIC! The most effective way to hold attention is to politely project the attitude that what you have to say is the most important thing in the world.
   C. Vary your teaching technique -- try new things.
   D. Keep it brief. No longer than thirty minutes without a change of pace.
   E. Beware of timing. If the crew is tired, their attention span will dissipate rapidly. Also, watch tact. First aid during dinner can be inappropriate.
   F. Use eye contact.
   G. If a crew member is not paying attention, diplomatically ask them a question. "So what do you think, Tim?" Tim will either be flattered, brought into line, or embarrassed because he has no clue what you were talking about.



6. Verbal and Non-Verbal Communication.
   A. Remember: 35% of all communication is verbal, 65% is non-verbal.
   B. When one examines how much another person actually believes what is said, it is found verbal messages (what is said) account for 7% of what is believed. Vocal messages (the way it is said) account for 38%, and visual messages (what the person sees) accounts for 55%. In other words, SHOW and tell. EXAMPLE: Do you really act happy in the rain? Do they buy it? Do you lamely say, "It isn't so bad," of do you ENTHUSIASTICALLY portray the part of the one person in the universe who honestly LOVES rain? Puddle jumping works, for instance.

7. TONE
   A. Read a poem to yourself two ways. Once with flavor, once with apathy. Crews may not remember what you said or what you read during the Wilderness Pledge, but they will remember the tone you took. They will remember that it meant a lot to you.
   B. REPROACHING. Think to yourself, do you like to hear "Don't put it there, dork! What did I say? Gees!" or "Let's see, let's not put it over there, it'll probably work best over here." Save your sternness for the rare occasion when you might really need it, when safety is an issue. Never raise your voice unless it is an absolute must, when something dangerous must stop now.

8. The Authority / Friend Line
   A. A technique to use in any leadership position: GET TO KNOW YOUR PEOPLE! Be their friend. Do things with them. If you know them and who they are, they will respect you and be easier to deal with. People want to be liked by their supervisors.
   B. The important thing to keep in mind is while maintaining the "friend" part, don't lose the "authority" part. It must be there. It's a fine line to walk, but by walking it, you can facilitate excellent rapport.

9. DO's and DON'Ts
   A. Do....
      use all resources -- this book, other materials, co-workers and leadership for help with teaching technique.

facilitate.
listen.
be positive.
ask "Why".
use "Ranger Circle".
go by the rule: "THE MOST STUPID QUESTION IS THE ONE THAT DOESN'T GET ASKED."
be flexible.
be PATIENT.

B. Don't....
be mundane.
be afraid of your personality, go ahead and throw yourself into it, your personality is what make it click!

10. Relating to Crews
    A. CREW MEMBERS: Ask them all what they are interested in. Be personable. LISTEN TO THEM. Find out what they know, utilize ones who have done it before. The best way to gain their trust and respect is by showing them trust and respect.
    B. CREW LEADERS: Meet with them after opening campfire. Discuss your goals for the next few days. Be honest with them. Let them know you are there to help. Ask them if they foresee any problems.
    C. ADVISORS: Use what is called INFORMATIONAL CONTROL. Let the Advisors know what is happening ahead of time so they feel like, "Since the Ranger told me first, he or she must respect me." Ask their opinion. Psychological fact: asking favors of people can help earn their friendship. Asking advise is asking a favor. But remember, you are a trained professional, always stick to what you know is right. Experience will bring tact and diplomacy. Ask an Advisor what they do for a living; show you care.

11. In Conclusion
    A. Remember, be yourself. Throw in your personality. When you're just starting out as a Ranger, you will just regurgitate what you've learned. When you take what you've learned and throw in your own uniqueness, then IT is happening. Individual style makes the Ranger.



B. Remember: A person has to do far more than the minimum outlined in the job description to be satisfied with their work, and if the work is to have a lasting impact.

## RANGERING: CREWS AND GENDER ISSUES

Most crews respect people as people and are not blatantly sexist. Some crews, for various reasons, do require some tone setting when it comes to dealing with female staff. They may try to make female Rangers prove themselves, or even throw out totally inappropriate comments. The first thing to remember is that no one has to tolerate sexual harassment. Ranger leadership and the Philmont Administration are there and willing to help.

Rangers can talk with all crews about treating everyone as equals. It is not necessary to discuss sexism with all crews, most could just use a general discussion about respect of others. For those crews that need to be talked to specifically, it is best to stress professionalism, so that all people understand that anyone who is hired and trained at Philmont is just as qualified and has the same general knowledge as anyone else on staff.

Any inappropriate comments about women should be addressed quickly and with decorum. Remarks can escalate and become damaging. A Ranger should show support for all other Rangers and staff, and show how they all trust and have confidence in each other.

Although Ranger Leadership is willing to step in and help in any difficult situation, often female Rangers would like to solve the problem themselves. Other female Rangers are certainly a source for advice. A good way to work with a crew in regard to sexism is to use the "Thorns and Roses" sessions at night, and explain how one of the "thorns" is the crew's apparent lack of respect for females.

Philmont and the Ranger Department stand by their staff. Philmont is prepared to remove crews from Philmont property if conduct on the part of the crews becomes repeatedly unacceptable. Crews, however, should not be bombarded with this threat. Philmont is not prone to unusual amounts of sexism, and conduct of this sort is rare.

# GROUP DYNAMICS

**Introduction to Expedition Behavior**

The following text discusses the phases a group needs to undergo in order to have a successful, and growth filled experience at Philmont. You, as a Ranger, need to be aware of the following points and need to facilitate them within your crew. Discuss this process with the Crew Leader and the Advisors, so that when you leave them, they can continue the work you start.

**The Honeymoon Stage**

There are two main objectives to pursue during the first twenty-four hours with your crew. First, ensure that the members of the crew get to know each other reasonably well. Even though the group may have been acquainted for years, this does not mean they know each other. Because of the duration and intensity of the time they will spend together, the group needs to understand exactly what kind of personalities they are dealing with. We are going to use an activity, one that is good to use with your crews, to help explain the process.

There are five areas of a person's personality to consider; name, age experience, emotion, and character traits. These are things to know about a person in order to come to a better understanding of the type of people you are working with. You may adjust these areas as your experience gives you greater insight. The activity runs like this, you give the crew a theme (one of the five areas of personality from above), then have them form a line. Each person's place, in the line, is decided according to where they fit within the group, relative to the theme. Name and age are relatively simple, they can be done first to get the group in the groove. Next, have them move on to something more revealing. Say, "Alright folks, organize yourselves, from most to least, according to how much you want to be here." This accomplishes three things, it gets them communicating, it gets them working together, and it lets you see who is really glad to be at Philmont, and who is not really excited about the size of the mountains they are looking at. You can then move on to, "Okay, who thinks they're pretty headstrong (stubborn), and who's the most flexible?", or "Who's seen a bear in the wild before?" There's all kinds of information you can get the crew to share with you, and with themselves. Don't limit yourself to jut this activity, though. There are many other activities in which people's awareness of each other is increased. Any activity that causes people to communicate and work together is good, especially when it reveals personality traits.



Second, so that the group is not intimidated or confused, they must be at ease with their new physical setting. What may be first and foremost on the minds of the participants when they arrive at Philmont is the physical experience they are about the go through. You will want to put them at ease as much as possible so that they can concentrate on the emotional development of themselves and their group. First, and this is basic, make sure they are comfortable with where and when things are happening in base camp. This is their first day, and if they are put at ease with their location, they will be more comfortable in the days to come. Shakedown will be the next opportunity you have to work on this. A person's equipment is directly related to the physical aspects of their trek. Take this time to familiarize crew members with upcoming physical challenges. Each person needs to understand how their map and compass work, so they can see where they are and how much further they have to go. Not knowing breeds confusion and disappointment.

**The Building Block Stage**

By the end of the second day, the crew needs to have discussed their expectations for the trek. The expectations a person brings to Philmont are not always appropriate. It is important for you, as a Ranger, to help people understand what the experience will be about. By Analyzing the interests and expectations of the crew members, the group can plan its goals. Goals should be attainable, make sense, and be understood by everyone. The Philmont trek can be enlightening and formative for individuals. Without this developmental step, a crew member's emotional growth may be limited.

Crew members should share in determining how the group will make decisions because people tend to support what they help to create. Consensus is a healthy way for groups to make decisions. When a decision is made by consensus, the issues involved are discussed and explored until the group reaches agreement among all its members as to the next steps for action.

Everyone's opinion and point of view are aired, examined, and considered. A decision is then reached which all group members can support. They have contributed to the decision and are more satisfied with it than if they were limited to any one of the alternatives.

Use these words of Wisdom to guide you as you deal with crew members. Share them with your crew leader to help him or her learn to deal with people:

- Never, ever embarrass anyone.
- Speak softer when upset, not louder.
- Keep your language at a level everyone can understand.
- If you are wrong admit it.
- The mind can absorb only what the seat can endure.
- Show a sense of humor.
- Play no favorites.
- Participate in all activities - remember you are at work.
- Don't act as if you know all the answers.
- Praise good work.
- Keep an open mind.
- Lead by example.
- Encourage participation.
- Repetition is the mother of learning.

**The Conflict Stage**

All groups of people have problems living and working together, especially when they are as dependent upon each other and are as physically challenged as they are at Philmont. The success of their trek depends on their ability to work through these problems. The ability to use problem solving methods in a group, and as an individual, will serve them well in years to come. Here are the steps to basic problem solving:

- What is the real problem? Is it with an individual or the whole group?
- What are some possible reasons it exists or happens? Try to separate facts from emotions. Explore all possible reasons for the situation.
- What are possible solutions? Think of as many possible solutions as you can. Encourage action that invoives personal responsibility, not just ideas about what other people should do.
- What the possible consequences? Consider the consequences of each possible solution.
- Agree on a solution. If the solution does not work, re-examine the problem and repeat the steps.

When you need to give "advice" to an individual whose behavior is less than acceptable, use the "Sandwich Technique". Offer the person a compliment, make a suggestion, and follow up with another compliment. For example, you might say to the overbearing adult leader, "Mr. *Smith,* you certainly have a wealth of information which needs to be shared. People learn through action though, and unless you allow these young people to think and



act for themselves, they won't gain a total understanding of their experience. I believe if you share your knowledge through the crew leader, the crew will have the best of both worlds. I know you have the crew's best interest at heart."

**The Eureka! Stage**

Things are coming together. The group understands one another, knows where they are going, and knows how to get there. Don't stop now though, without these last steps their goals and optimum development may not be realized.

Everyday the group needs to evaluate their progress. Use "Thorns and Roses" to encourage group members to talk about how they are feeling. Discuss successes and problems of the day. Talk about how effective the solutions were and what other alternatives could have been tried. Because of the changing nature of a Philmont experience the crew's goals may need adjustment.

Give generous positive feedback to all crew members. Individuals need to be recognized for their contributions to the success of the whole group.

Now go play for the fun of it! You've all earned it!

## STAFF RELATIONSHIPS

**Staff Guidebook**

The Staff Guidebook, sent to you before your arrival at Philmont, contains all the rules and policies for Philmont staff. It is comprehensive; give it a good reading and ask any member of leadership for clarification.

**Respect of Fellow Staff**

The Staff Guidebook lays down specific guidelines pertaining to harassment: racial, sexual, ethnic. religious, etc. Philmont and the Rangers will not tolerate violations of these guidelines. All staff are expected to treat each other as equals and with the proper respect. If any Ranger has a complaint in this regard, they should report it to any member of Ranger Leadership as soon as possible. All matters are handled in a fair, discreet, and appropriate manner.

**Interdepartmental Relations**

The key phrase, as you have heard, is "HUMBLE PRIDE." You. should be proud to be a Ranger, just as any staffer should be proud of their position in any department. Just as we would like to be respected for our work and role at Philmont, we should stress respect for others, their work, and their role. The Philmont staff is a team, none of us could do our job without the help of every other department.

There may be times when you feel that you or your department are the only ones demonstrating "HUMBLE PRIDE." You may become irritated at other staff or dependents. They no doubt have similar feelings at times. It is important that regardless of circumstances, you maintain your "HUMBLE PRIDE." This is an essential part of being a Ranger.

## BUS TOURS

### GENERAL HISTORY

Historic Philmont was once roamed by Jicarilla Apache and Moache Ute Indians. The location of the first Mexican settlement in northeastern New Mexico, the ranch was part of the original Beaubien and Miranda Land Grant created by the Mexican government in 1841. The grant, originally held by Carlos Beaubien and Guadalupe Miranda, once encompassed over a million acres. Lucien Maxwell, Beaubien's son-in-law, was a mountain man who founded the first colony along the Rayado River in 1848. Neither intense Indian raids nor strenuous wilderness conditions stopped the settlement from prospering.

Maxwell's farming and ranching operation moved to the Cimarron River in 1857. As a stop on the Santa Fe trail, Maxwell's ranch became famous to those bringing American goods into New Mexico. Gold was discovered on Maxwell's ranch soon after the move to Cimarron in the Moreno Valley and on Baldy Mountain. Miners and other gold seekers swarmed to the mountains and streams searching for the yellow wealth.

The Maxwell Land Grant and Railroad Company, a Dutch-based operation, bought Maxwell's wilderness ranch in the 1870's. While trying to develop it, they decided to break it up into farm plots and ranches and sell it.



In the 1920's Waite Phillips, an Oklahoma businessman, began buying parts of the Old Maxwell Land Grant for farming, ranching, and vacationing. Soon an excellent herd of Hereford cattle and a large Spanish-Mediterranean style mansion graced Philmont. Phillips improved the land and ranching area around his magnificent Villa Philmonte.

In 1938 Phillips donated 35,857 acres of his ranch to the Boy Scouts of America which was named Philturn (a name derived from Phillips and his Good Turn) Rocky Mountain Scout Camp.

Enthusiastic response from the early Scout campers encouraged Phillips to add to his original gift in 1941. He added his best camping land, the Villa Philmonte, and his farming and ranching operations. It was his desire that "many, rather than few" could enjoy his rich and scenic land.

The property, then 127,395 acres, was renamed Philmont Scout Ranch in 1941.

As an endowment for maintaining and developing the property, Phillips included in his gift the 23-story Philtower Building in Tulsa, Oklahoma. The building was sold in 1977.

Norton Clapp, vice-president of the National Council, Boy Scouts of America, added the 10,098acre Baldy Mountain mining area to Philmont in 1963. Philmont Scout Ranch now totals 137,493 acres or 214 square miles. It has served over 600,000 Scouts, Explorers, and leaders in its 55 years of operation.

## BUS TOUR INFORMATION
## HISTORICAL, GEOGRAPHICAL, GEOLOGICAL

Prominent features are listed in the order that they occur for each of the six Turnaround Tours. They are divided into NORTH BOUND TOURS and SOUTH BOUND TOURS. The keys that appear with each feature indicate its presence on the different tours; 6M=SIX MILE GATE, P=PONIL, TC=TURKEY CREEK, C=CITO, Z=ZASTROW, LL=LOVER'S LEAP.

Study the material beforehand. Look, act, and speak professionally Don't read it from the book. Answer questions. Consider researching additional material. At the back of this section is a list of books associated with this area. The Seton Library, Cimarron Library, and Old Mill Museum offer these resources along with other books.

Keep in mind that history involves much subjective interpretation. When conflicts arise over "facts", this subjective element should be remembered.

## NORTH BOUND TOURS

**Hayward Residence (6M, P, TC, C)** - The Ladd family lived in this house on their eighty acre orchard, which lay between the Urraca and Cimarroncito creeks. Phillips purchased the land in 1922 and his ranch manager, Gene Hayward, occupied the house. It's now the home for Philmont's Director of Program.

**Tooth of Time (9,003 ft.) (6M, P, TC, C)** - "An igneous intrusion of dacite porphyry formed in the Tertiary period twenty-two to forty million years ago .... today." Supposedly settlers sighting this landmark along the Santa Fe Trail knew they had about a week to ten days until reaching Santa Fe. The Tooth Ridge trail was constructed by Waite Phillips, often using dynamite.

**Philmont Museum and Seton Memorial Library (6M, P, TC, C)** - Built in 1967 through the generosity of L.O. Crosby of Picayune, Mississippi, this building has exhibits from Philmont's rich history and houses the personal library of the first Chief Scout of the Boy Scouts of America, Ernest Thompson Seton. Collections include Native American artifacts, specimens *from Seton's animal studies, and over 3,000 paintings, drawings,* and sketches by the famed outdoorsman.

The museum also features a Scouting history and Western archive including fiction, BSA Annual Reports to Congress, old Boys' Life magazines, past issues of Scouting magazine, biographies, and a copy of the original Boy Scout Handbook written in 1910 by Seton.

**Philmont Training Center (PTC) (6M, P, TC, C)** - *Just up the road from* Camping Headquarters, PTC was established in 1950 to train chosen adult volunteer Scouters from across the nation, who in turn could pass on the skills



to other leaders in their councils back home. The Villa Philmonte is the nucleus of the training center. Today approximately 2,000 volunteers and professionals participate in training conferences at the ranch each summer. Daily activities are planned for spouses and children of participants. During the fall, winter and spring, the Training Center is used for short-term conferences for both Scout and non-Scout groups., as well as council, regional, and area meetings.

**Villa Philmonte (6M, P, TC, C)** - Waite Phillips' summer house was finished in 1927 at a cost of $250,000. It was modeled after a villa he saw in the Mediterranean in 1925. Phillips gave the "Big House" to the BSA with his second land donation in 1941. Philbrook, his home in Tulsa, Oklahoma, is almost identical yet three times larger. It is now an art museum. Instructors for training courses often have the privilege of residing in the Villa Guesthouse. Tours are scheduled at the Philmont Museum. Villa Philmonte is pronounced as Vee-yah Fill-mon-tay.

**Ranch Administration Area (6M, P, TC, C)** - The first house on the corner is the original Webster house, now the home, of Philmont's General Manager. Phillips bought the Urraca Ranch from George Webster in two parts, in 1922 and 1923. At one point the entire administrative area was covered with apple and cherry orchards. The area has the ranch administrative office, commissary, warehouse, maintenance shops, motor pool, fire department, and other service areas. Philmont's trail food is packaged at the commissary. Philmont is one of the largest consumers of dehydrated food in the world.

**Polo Barns (6M, P, TC, C)** - The barns were built by Waite Phillips in 1932 because he enjoyed watching polo and other equestrian sports. Both the Philmont and CS ranches spent considerable time and money raising and training thoroughbred horses. The sale of these horses represented an important income for both ranches during the Depression, when cattle prices were at an all-time low. More than thirty stalls in the original barn housed prized ponies that played teams from Texas, Colorado, and Oklahoma. The area in front of the barns once had a track and training field. Philmont currently uses the barns for storage and as staff housing.

***Buffalo Pasture (6M, P, TC, C)*** - This meadow is on the left when headed north. Philmont maintains, a herd of about 100. Each year a number are harvested to become part of the menu at Camping Headquarters and PTC. Mule deer and pronghorn antelope are often visible along the road.

**Arrowhead Rock Formation (6M, P, TC, C)** - The Philmont arrowhead patch design, first used in 1957, was inspired by this outcropping on the Tooth Ridge. According to Philmont tradition, if you look over your shoulder as you're leaving Philmont and see the arrowhead, you're destined to return.

**Window Rock (6M, P, TC, C)** - The long horizontal band of exposed dacite porphyry was formed by the same process as Cathedral Rock. Phillips installed a circular window in the study of his villa that directly faces this formation, thus the name.

**Black Mountain (10,892 ft.) / Bear Mountain (10,663 ft.) (6M, P, TC, C)** - were formed over 900 million years ago during the Precambrian era. They are made of granodiorite and gneiss, the oldest rocks on Philmont. The trail up Black Mountain is considered one of the toughest hikes on the ranch.

**Mount Phillips (11,711 ft.) (6M, P, TC, C)** - Philmont's second highest mountain is also composed of Pre-Cambrian granodiorite and gneiss. Mount Phillips was originally called Clear Creek Mountain, but was renamed in 1960 by Chief Scout Executive Arthur A. Shuck in honor of our benefactor.

**Cimarroncito Peak (10,468 ft.) (6M, P, TC, C)** - This is the conical shaped mountain between Sawmill and Cyphers Mine Camps. No trails lead to the top. Cimarroncito is pronounced Seam-mar-ron-see-toe and interpreted as little wild one.

**Touch-Me-Not (12,045 ft.) (6M, P, TC, C)** - Visible to the south of Baldy, Touch-Me-Not is in the Cimarron Canyon Wilderness Area west of Philmont. Supposedly, during the mining era, the mountain's owner chased off any and all trespassers, earning it the name Touch-Me-Not. Locals on the Eagle Nest side know it as Sugarloaf.

**Baldy Mountain (12,441 ft.) (6M, P, TC, C)** - is the highest point on Philmont. Gold was discovered on Baldy in 1867, triggering a rush to the area. Although it was a relatively small district with an erratic history, it was mined continuously until World War II. Elizabethtown, a ghost town in the Moreno Valley on the other side of Baldy, was the center of the district. Large stands of aspen trees indicate locations of some of the old mines. Hikers in the area can see old slag heaps -along the creeks.



**Baldy Town (6M, P, TC, C)** - is perched at the top of the Ute Creek Valley. A staffed camp is located among the ruins of the community which served the mines on Baldy's eastern slope. Baldy Town usually had a population between one and two hundred during the mining days. Many of its residents worked at the Aztec mine located above the town. Crews hiking through French Henry can tour a part of the Aztec mine, the richest mine in the area.

**Deer Lake Mesa (6M, P, TC, C)** - The top is capped with Cretaceous Poison Canyon Formation - sandstone and conglomerate washed from the west by streams.

**Antelope Mesa (6M, P, TC, C)** - is located northeast between Deer Lake Mesa, Webster Lake and Highway 64.

**Cimarron Visual Omni-Directional Radio Station (VOR) (6M, P, TC)** - The white tower on the small butte east of the road is part of an international navigational system for pilots. Each station has a distinct signal that planes use to locate their position. Planes flying over the area are following the Cimarron VOR signal.

**Stone Jail (6M, P, TC)** - This small rock structure was built in 1872 -and used as the county jail. It only has one room and was surrounded by a high rock wall, almost as tall as the building.

**Aztec Grist Mill (6M, P, TC)** - This three-story stone structure was built by Maxwell in 1860, during the earliest days of the Cimarron Ranch. It was used to issue grain rations to the Utes and Jicarilla Apache Indians. The CS Ranch purchased the property in the mid-1930's to raise polo horses. It's now a museum owned by the CS (Charles Springer) Cattle Company. Ute is pronounced as You-t and Jicarilla is pronounced Hie-are-ree-yah.

**St. James Hotel (6M, P, TC)** - This hotel is on the National Register of Historic Places. Built by French-born Henry Lambert, who was once the personal chef for General Ulysses S. Grant and President Lincoln. The original structure is now the formal dining room, built in 1873. This room was known as "Lambert's Saloon and Gambling Hall" and twenty-six men are known to have been killed here. Twenty bullet holes are still visible in the ceiling today. The hotel portion was completed. in 1880, and the current name was selected.

Being that Cimarron was a principle stopping point along the Santa Fe Trail, the hotel had a successful business. Prominent visitors along the trail included gunman Clay Allison, train robber Black Jack Ketchum, Buffalo Bill Cody and Annie Oakley of "Wild West Show" fame, Territorial Governor Lew Wallace, Zane Grey, outlaws of the era...Bat Masterson and Jesse James.

Numerous ghosts have been sighted in the hotel. Room No. 18 was where James Wright was murdered one night in 1881. He was killed after a heated poker game in which he won the hotel in a bet.

**Springer House (6M, P, TC)** - This house is located directly east of the St. James. The structure was built in 1854 and was originally known as the National Hotel before being forced out of business by Henry Lambert. At one time Ed Springer lived there. Springer successfully defended the Maxwell Land Grant Company in the US Supreme Court, confirming the company's sole Possession of more than 1,750,000 acres.

**Maverick Club (6M, P, TC)** - This local men's club has held an annual rodeo on July 4th since 1923. In 1935, after the success of the first Cimarron Polo Show, Waite Phillips gave the Club 20 acres for a rodeo arena and polo field.

**Site of the Maxwell House (6M, P, TC)**- The mansion was located between the St. James and the Cimarron River. In 1870, Maxwell sold it to English businessmen who established the Maxwell Land Grant Company and turned the house into an elegant headquarters for the company. It burned down in 1923.

**Cimarron River (6M, P, TC)** - An English holding company, trying to sell homesteads on the Maxwell grant, pictured the Cimarron River as having steamboats in a promotional brochure. Cimarron means "wild" or "untamed."

**Village of Cimarron (6M, P, TC)**- Cimarron's elevation is 6400 feet above sea level. It's population is approximately 700. The area was known to be safe-have-n for rustlers and outlaws traveling nearby. Originally the town plaza was located east behind the St. James Hotel and near the old Dahl Brother's Trading Post. The main industries of Cimarron are lumbering, ranching, and tourism.



**Cimarron Public Schools (6M, P, TC)** - The schools were featured on the CBS evening news in 1974 for having the first four-day school schedule in the U.S. The system was designed to cut fuel bills and transportation costs, as well as give students and teachers a long weekend, and it continues to this day. The Cimarron School District extends all the way out to Eagle Nest, Angel Fire, and Black Lake townships.

**Methodist Church - (6M, P, TC)**

**Pacific Studs Lumber Company - (6M, P)**

**Pendleton Propane Company - (6M, P)**

**WS Ranch Cimarron HQ (6M, P)** - The WS ranch (also known as Vermejo Park) is owned by Ted Turner and is approximately 600,000 acres. The main headquarters of the Vermejo Park Ranch is at Vermejo Park, New Mexico located 40 miles west of Raton. Other local ranches include the CS Ranch, the UU Bar Ranch, the Chase Ranch, and Philmont. All were originally part of the Maxwell Land Grant. Vermejo Park is pronounced Ver-mey-ho Park. The road passes through part of their land.

**Chase Ranch (6M, P)** - This ranch was started by Manly Chase in the 1880's. General Lew Wallace, one of New Mexico's territorial governors and author of Ben Hur, was a good friend of Chase and spent considerable time at this ranch. Today the ranch is owned and operated by a female descendant of the Chase family.

**Cimarron and Northwestern Railroad (6M, P)** - The road to Ponil follows the line of this railroad. At times it can be seen running parallel to the road and it crosses Ponil Creek many times. The railroad first ran up the North Ponil to Seally Canyon then it was pulled out and ran to Pueblano in the South Ponil. The railroad was built in 1907, mainly for hauling timber from Philmont's north country for mine props in the coal mines around Raton and Dawson, a town south of Raton. Mine props were generally cut from red spruce or ponderosa pine. Logging crews cut trees for lumber and railroad, ties for the Santa Fe Railroad. The railroad stopped running in 1928. Raton is pronounced as Rat-tone.

**Coal Mines (6M, P)** - The remains of two old coal mines can be seen near the Chase Ranch HQ one on each side of the road. Seams of low-grade coal can be seen in road cuts.

**Valle Vidal Unit of the Carson National Forest (6M, P)** - The 100,000 acre Valle Vidal was part of the WS Ranch before being donated to the US government in 1982 by the Pennzoil Company. The Valle Vidal borders Philmont to the north around Dan Beard camp. The Boy Scouts use four staffed camps in the Valle Vidal: Ring Place, Rich Cabins, Seally Canyon, Iris Park. This area saw vast usage through the years as logging communities, ranch land, and homesteads. Valle Vidal is pronounced Vah-yay Vee-dal and is interpreted as beautiful or lush valley.

**Little Costilla Peak (12,584 ft.) (6M, P)** - Northeast of Philmont, Little Costilla is in the Valle Vidal. Higher than Baldy, it can be seen from Sioux Camp, Dan Beard, and peaks and ridges across Philmont. Costilla is pronounced as Cost-tee-yah.

**North Ponil Canyon (6M, P)** - As many of the canyons in this area, it was logged during the early part of this century. Archaeological sites found in this canyon indicate that Indian people lived here from 400 A.D. through 1400 A.D. Their diet consisted of wild food plants, game, corn, beans, squash. A flood irrigation system watered plants. Daily activities other than farming included weaving baskets, pottery, and constructing underground pit houses to live. Rock pictures (petroglyphs) pecked into the canyon walls can still be seen today. Indian Writings staff camp offers an archaeology dig, tour of the petroglyphs and pit-house.

**Penitente Canyon (6M, P)** - A graveyard at the mouth of this canyon, as well as a small chapel, were used by the Penitentes. They were a religious brotherhood that originated in the 1700's.

**Graveyard Canyon (6M, P)** - Several wooden crosses at the mouth of this canyon mark the graves of Spanish settlers. The ruins of an old chapel are also visible. The Middle and North Ponil Canyons have yielded the remains of about 30 settlers and Native Americans.

**Ponil Canyon (6M, P)** - The Ponil is a knee-high bushy shrub with feathery white blooms, also known as Apache Plume. The walls of the canyon are



beach and basin deposits from the Cretaceous and Tertiary Periods (25-90 million years ago). They are part of a huge sandstone belt extending into Colorado.

**Archaeology Site (6M, P)** - Just before Ponil, directly across from the horse feeding rack, there exists a small archaeological site dating from about 1100 AD. The Indians farmed corn in the bottom Canyon lands, near this site.

**Ponil Camp (6M, P)** - This camp was the original base-camp for the Philturn Rocky Mountain Scout Camp, from 1938-41. The dining hall and cantina/trading post, along with other structures throughout the canyon are from the original era of Philturn. The area was once called Five Points because five canyons (Middle Ponil, Ponil, South Ponil, Cedar and Horse) join at this point.

**Bent Camp (6M, P)** - was named after Charles Bent, a friend of Beaubien and a fourth partner in the huge land grant. He and his brother built the famous Bent's Fort along the Santa Fe Trail in Colorado. Bent became the first American governor of the Territory of New Mexico but was killed, along with Beaubien's son, in the Taos uprising of January of 1847. Taos is pronounced at Ta-oh-s.

**Low Grade Coal Deposits (TC)** - Remnants of old coal mines can be seen along the Cimarron Canyon. There are also oil impregnated shale deposits to be found in the canyon as well. They are part of the "Vermejo formation."

**Route of Railroad and Original Road (TC)** - The highway covers the old railroad that was for the St. Louis, Rocky Mountain and Pacific Railroad. This track connected with the Santa Fe Railroad in Raton. Planned in 1893 by Thomas B. Harlan, the first train did not roll into Cimarron until 1906. The railroad was meant to take supplies to Badly Town and bring out gold. It terminated at Ute Park, fifteen miles up the Cimarron Canyon, although plans were made to extend it to the Pacific Coast.

**Gauging Station (TC)** - On the south side of the highway, just before the Philmont boundary, the gauging station measures the flow of water through the Cimarron River. The concrete building gives the first treatment to water carried in a fourteen-inch pipe to Raton for its reserve supply.

**Turkey Creek Canyon (TC)** - A canyon to the north, just past the gauging station is known as Turkey Creek Canyon. The hideout of Black Jack Ketchum is up this canyon. Black Jack Ketchum was a noted member of the Wild Bunch gang and an outlaw, specializing in train robbery. Many lawmen attempted his capture, but none succeeded in bringing him to justice. Finally, a Pinkerton agent was sent here to seek him out. The Pinkerton agency was a respected private inspection company of the era. Supposedly, as the agent stopped along the canyons to water his horses, he carved Black Jack's face on the rocks. The carved face is outside the Philmont Museum and Seton Memorial Library now. While attempting a train robbery in 1899, Ketchum was caught. He was hanged in Clayton, New Mexico in 1900.

**Lower Heck House (C)** - This house on the south side of the Cito Road was constructed by German immigrant Mathias Heck's descendants. The original Heck family bought a tract of land along the Cimarroncito Creek in 1876. The Hecks are still a prominent family in this area. Year-round staff and their families now live in the two Heck houses.

**Upper Heck House (C)** - The house was built by German immigrant Mathias Heck, who settled on a tract of land along the Cimarroncito Creek in 1876. His family sold the Heck ranch to Phillips in the 1920's.

**Heck Cemetery (C)** - The family plot contains one headstone and two graves, those of Mathias Heck and his wife, Margaret. The family still has burial privileges.

**Webster Lake (C)** - George Webster created this reservoir (which he called Reservoir No. 1) in 1908; one of the projects he masterminded in developing his Urraca Ranch. The water was used to irrigate the bottom lands below, devoted mainly to alfalfa and apple orchards. He also introduced elk and established a state game preserve. Phillips later added to Webster's cabin at Fish Camp after he purchased the Urraca Ranch in 1923.

**Cathedral Rock (C)** - This massive formation is an outcropping of dacite porphyry, and intrusive igneous rock that seeped into the joints and cracks of the older shales during the Tertiary Period (sixty million years ago). The softer shale has since eroded from the more resistant dacite porphyry.

**Cimarroncito Reservoir (C)** - is the sole source of Cimarron's water supply. The town bought the water rights from George Webster, who built the original



dam. For almost sixty years, the water flowed down to Cimarron through wooden pipes bound by wire. After surviving the 1965 flood, the pipes were replaced in 1970. Wooden sections are still visible between the dam and Cathedral Rock Camp.

**Shaffer's Peak (C)**

**Shaffer's Pass (C)**

## SOUTH BOUND TOURS

**Hayward Residence (Z, LL)** - The Ladd family lived in this house on their eighty acre orchard, which lay between the Urraca and Cimarroncito creeks. Phillips purchased the land in 1922 and his ranch manager, Gene Hayward, occupied the house. It's now the home for Philmont's Director of Program

**Tooth of Time (9,003 ft.) (Z, LL)** - "An igneous intrusion of dacite porphyry formed in the Tertiary period twenty-two to forty million years ago .... today." Supposedly settlers sighting this landmark along the Santa Fe Trail knew they had about a week to ten days until reaching Santa Fe. The Tooth Ridge trail was constructed by Waite Phillips, often using dynamite.

**Lover's Leap (Z, LL)** - Many locales across the country have a story and site similar to our Lover's Leap. We do know, however that this area's legend at least predates Philmont.

The legend states that in years past Indians from the village of Taos were in the habit of roaming over the northern part of New Mexico on hunting trips. It was customary for them to camp in the nearby meadow called Urraca Park, so called because of the great number of magpies in the ,area. The party was celebrating a successful trip by singing and chanting their hunting song. In the midst of the celebration, Ka, the chief of the hunt, paused and gazed toward the rock. Everyone noticed that outlined against the sky on the edge of the precipice stood a man and a maiden. The man was dressed as a chief. He was on his knees pleading with the woman, yet with a gesture of disdain she turned and stepped away. The man rose, walked to the edge, and hurled himself off shouting, "Asi se murio su novio" (so your lover dies). Half of the Indian party split. Some hurried down to where the man's body lay, while others rushed up to where the woman stood. The man was Chirina, son of the chief of the Cochitenos tribe. The maiden was, a beautiful paleface, named

Enriqueta, found on the plains after a band of settlers had been attacked by the Apaches. She had grown among the tribe, and it had been Chirina's purpose in life to make her his squaw. The man's body was buried at the base of the rock. The maid was taken back to Taos. She died soon after, however, due to a broken heart. They buried her body next to her lover's at the base of the rock.

**Grizzly Tooth (9,005 ft.) (Z, LL )** - An intrusion of dacite porphyry, Grizzly Tooth is visible against the ridge beyond Shaefer's Peak. According to the map and contrary to appearances Grizzly Tooth tops the Tooth of Time by two feet. However, since Grizzly Tooth was measured with possible error of six feet, versus a measurement of the Tooth that's accurate to six inches, we cannot tell which one is actually higher.

**Cattle Headquarters (Z, LL )** - This is the homebase for Philmont's wranglers and horsemen, built by Waite Phillips in the early 1920's. The ranch raises commercial beef with a herd of 250 crossbred Hereford cattle, 250 horses, 80 burros and has 100 head of buffalo. While Philmont was given to the BSA with no stipulations, the ranch is kept operational to honor Phillips' wish that Scouts be able to see a working cattle ranch. Livestock brands can only be registered to one owner. Therefore, Philmont's cattle are registered directly through the ranch itself and designated with a "bar P and backwards S." The Horses are registered through the Boy Scouts of America and designated with just a single "slash backwards S."

**Nairn Place (Z, LL )** - The Nairn Place was built as a mountain retreat in 1922 by Jack Nairn, who called it "Casa del Gavilan" (House of the Hawk). Waite Phillips bought the house in 1943 after giving his Villa to the BSA and then sold it several years later with the remainder of his ranch (the UU Bar) to McDaniel and Sons, ranchers from Arizona. Today the house is open as a bed and breakfast, the only private property within Philmont's boundaries.

**Santa Fe Trail (Z, LL )** - Highways 64 and 21 follow the mountain branch of the Santa Fe Trail, used by travelers and settlers beginning in 1822. The trail was originally used to carry goods to Santa Fe in exchange for gold, silver, mules, and furs. Later, wagon trains rolled over the trail, stopping in Cimarron to resupply, and rest. The Santa Fe Trail was rarely a single set of wheel tracks, but often was miles wide. Some alternate routes bypassed Cimarron completely. It began in Independence, Missouri, and ran west, splitting at Fort Dodge in Kansas. The Mountain Route swung north through



Bent's Fort in southeastern Colorado, then through Raton Pass and Cimarron, joining the southern Dry Cimarron Branch near Las Vegas before continuing to Santa Fe. This section of the trail was once used as a stage line from Denver to Santa Fe until the Santa Fe Railroad was built in New Mexico in 1879.

**Trail Peak (10,242 ft.) (Z, LL )** - Just below the peak is the wreckage of an Army Air Corps B-24D Liberator. On April 22, 1942, the plane was offcourse in stormy weather when it hit the side of the mountain. All six crew members were killed. The aircraft had been based at the Combat Crew Training School at Kirtland Field near Albuquerque. The mission was to provide crews with final advanced training before assignment to operational units. The pilot, co-pilot, and flight engineer were not military personnel but employed by TWA, as instructors. The. wreckage was not discovered until a week later when another B-24 flew over. The military used dog sleds to remove the Nordan bomb sights which were classified as top secret at the time. The military dynamited most of the plane after the bodies were recovered. One crew member had been active in the Boy Scouts in Kansas City, Kansas. The wings and other fragments can still be seen today. The twisted metal was painted yellow so that it would not be reported as a new crash.

To reach his Rayado lodge (Fish Camp), Phillips and his family traveled by horse to the Crater Lake cabin and then south. They called the mountain Trail Peak merely because the trail passed below it. No trails actually ascended this peak until Philmont built the present one in the midforties.

**Urraca Mesa ( Z, LL )** - The mesa is capped with basalt, remnants of lava flows that poured from the Crater Peak volcano four million years ago. Urraca is pronounced as You-rock-ah and means magpie in Spanish.

**UU Bar Ranch ( Z )** - The area from the base of Urraca Mesa on the east side of the road to Rayado is part of the UU Bar Ranch. This 125,000 acre area was the last part of the ranch that Phillips owned. Much more suitable for grazing than camping, Phillips sold it to McDaniel and Sons, Arizona ranchers, with the Nairn Place in the 1940's. Interesting to note, Waite Phillips originally wanted the letter "W" for his brand. However, this marking was already taken. So he chose two "U's" and pronounced it the "Double-U Bar."

**Rayado (Miami) Mesa (Z)** - Rayado Mesa and Gonzalitos Mesa (to the southeast) is commonly called Miami Mesa. The town of Miami was partially settled by the Dunkards, a religious sect from Miami, Ohio in the early 1900's.

**Ortega Mesa (West of Rayado Mesa) (Z)** - Until the 1860's the quickest route to Taos from the Cimarron area was the "Taos Trail." This primitive trail followed Moras Creek over Ortega Mesa through the parklands to Mereno Valley (the Angel Fire area) and over Palo Osha Pass to Taos. It was used by the Comanche Indians when trading with the Taos Pueblo and later by trappers and traders. After gold was discovered, Cimarron Canyon became the preferred route as the rough narrow trail was improved.

**Rayado Peak (Z)**

**Crater Peak (9,748 -ft.) (Z)**- Four million years -ago the buffalo shaped peak was an active volcano. It was responsible for the basalt capping the -area's mesas.

**Rayado (Z)** - Rayado means "striped" or "lined" in Spanish, a possible reference to the area's striated cliffs or the facial decorations of the local Native Americans. One of the original two owners of the land grant, Charles Beaubien, picked his son-in-law Lucien Maxwell to establish the Rayado settlement in 1848. Kit Carson, a longtime friend of Maxwell, joined him as -a partner in 1849, leaving n 1854 to become an Indian Agent in Taos. Clashes with the Utes and Jicarilla Apaches were common, and a detachment of US Army dragoons (mounted infantry) was stationed there in 1850 and '51 before Fort Union was completed to the south. The dragoons at "Post Rayado" protected the settlers in the area and also improved Rayado financially by renting quarters and stables from Maxwell. After overseeing Beaubien's ranch for nearly a decade, Maxwell moved eleven miles north to the banks of the Cimarron River in 1857 and established a -much larger operation. Among the settlers at Rayado were Jesus Abreu and his family, who (after a brief interim) bought the ranch from Beaubien and Maxwell. For many years the Abreu's operated the prosperous ranch in addition to providing hot meals and a store for passengers on the stage-route to Santa Fe. Jesus Abreu' 's sons finally sold the ranch in 1911. Rayado is pronounced as Rye-ah-doe and interpreted as streaked. Abreu is pronounced as Ah-bray-you. Beaubien is pronounced as Bow-be-en. The historic structures of Rayado Rancho were placed on the National Register of Historic Places in 1993.

**Holy Child Chapel (Z)** - This chapel was built in 1902 by Petra Beaubien-Abreu in memory of her husband Jesus (Ha-sus). Catholic services are held throughout the summer by Philmont chaplains. Behind the museum is the Abreu cemetery plot, where the family still has burial rights.



**Kit Carson Museum and Home Site (Z)** - Kit Carson lived from 1849 to 1854 at his home in Rayado, though he frequently was absent. After many years of disrepair, Philmont rebuilt his adobe house, finishing in 1950. In the fifties and sixties, Carson - Maxwell, as it was then known, was one of three "base camps" - along with Ponil and Cimarroncito - where crews departed for the backcountry. Today it is a museum, where visitors can watch a blacksmith working at the forge and other interpretive staff living the way they would have in Maxwell's and Carson's day.

**Stonewall Pass (Z)** - The stone wall was built in 1861 by Portuguese immigrant Peter Joseph. Joseph was a local rancher, trapper, and trader. The wall was used to separate his ranch from Jose' Pley's property, the Rayado Ranch. Joseph died less than a year after purchasing the land from Beaubien and Maxwell, but portions of the wall still stand today. Barbed wire was not used because it was not invented until the early 1870's.

**Fowler Mesa (Z)** - Phillips named the mesa after a fur trader named Jacob Fowler after reading about him. Fowler passed through the area in 1821, and in 1822 was one of the first Americans granted permission to trap and trade on what was then Mexican land. The mesa is capped with the basalt that once flowed as lava from Crater Peak four million years ago.

**Zastrow (Z)** - Built in 1949, Zastrow is currently the base for Philmont's Wood Badge courses. The Wood Badge curriculum teaches adult Scouters how-to teach youth through an outdoor, experience using the patrol method. Philmont adopted the name from a cow camp called Zastrow, used by Waite Phillips' cowboys while driving cattle to summer mountain pastures. Paul Zastrow was a Russian immigrant who brought 600 acres of land west of the Abreu home after their ranch was parceled and sold in 1911.

**Rayado Canyon (Z)** - The canyon has been formed since the last eruption of Crater Peak four million years ago. The river slowly sliced down through basaltic flows at the rim down to the Pre-Cambrian gneiss and schist at the bottom, which is more than 900 million years old. The canyon is capped by Rayado Peak (9,805 ft.).

**Rocky Mountain Scout Camp (LL)** - This camp was built in 1972 for younger Scouts whose parents are at the Training Center. However, since 1992 the camp has been used for the National Junior Leader Instructor Training courses held during the summer.

**Stockade (LL)** - The Stockade, was a staffed camp in earlier years, and it was destroyed by a tornado in 1960. A smaller structure was built near the original site which has primarily been used for activities by the Cub Scout program at the Training Center.

**Shaffer's Peak (LL)**

**Shaffer's Pass (LL)**

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## NOTES

## CREW LOG

1. Expedition # _____ Advisor _____
   Crew Leader _____
   Crew From:
   Council _____ Town _____ State _____
   Crew Members: _____
   _____
   _____
   _____
   _____
   Itinerary #_____ Hike-In Route _____
   _____
   Special Notes about crew: _____
   _____
   _____

2. Expedition # _____ Advisor _____
   Crew Leader _____
   Crew From:
   Council _____ Town _____ State _____
   Crew Members: _____
   _____
   _____
   _____
   _____
   Itinerary #_____ Hike-In Route _____
   _____
   Special Notes about crew: _____
   _____
   _____



3. Expedition # _____ Advisor _____
   Crew Leader _____
   Crew From:
   Council _____ Town _____ State _____
   Crew Members: _____
   _____
   _____
   _____
   _____
   Itinerary #_____ Hike-In Route _____
   _____
   Special Notes about crew: _____
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4. Expedition # _____ Advisor _____
   Crew Leader _____
   Crew From:
   Council _____ Town _____ State _____
   Crew Members: _____
   _____
   _____
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   _____
   Itinerary #_____ Hike-In Route _____
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   Special Notes about crew: _____
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5. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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6. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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7. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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8. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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9. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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10. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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11. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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12. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary #_____ Hike-In Route _____
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Special Notes about crew: _____
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13. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary # _____ Hike-In Route _____
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Special Notes about crew: _____
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14. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary # _____ Hike-In Route _____
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Special Notes about crew: _____
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15. Expedition # _____ Advisor _____
Crew Leader _____
Crew From:
Council _____ Town _____ State _____
Crew Members: _____
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Itinerary # _____ Hike-In Route _____
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Special Notes about crew: _____
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## NOTES

**Philmont Hymn** **John Westfall - 1947**

Silver on the sage, starlit skies above,
Aspen covered hills, country that I love.
Philmont, Here's to thee, Scouting paradise,
Out in God's Country—tonight.

Wind in whispering pines, eagles soaring high,
Purple mountains rise, against an azure sky.
Philmont, here's to thee, Scouting paradise,
Our in God's country—tonight.

**Philmont Grace**

**Brought to Philmont by Clarence E. Dunn — Adopted From Worth Ranch, Texas**

For food,
For raiment,
For life,
For opportunity,
For friendship and fellowship,
We thank thee, O Lord.

## PHILMONT WILDERNESS PLEDGE

Through good Scout camping, I pledge to preserve the beauty and splendor of the Philmont Wilderness.

I commit myself to:

1) A litter-free Philmont
2) An absence of graffiti
3) Conservation and proper use of water
4) Respect for trails and trail signs
5) Proper use of campsites